

8 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD!



PlayStation[®] 2

OFFICIAL MAGAZINE-AUSTRALIA

FIRST LOOK!

NEW PS2

PSX revealed!
And it records
DVDs and TV!

8

**PLAYABLE
DEMOS**

GRAN TURISMO 4

Cars, tracks, damage, secrets!
This is 4 real!

MEN OF HONOR

The boys are back for
another tour of duty.
Exclusive new details!

JACK INTO THE MATRIX

Get the full Matrix
experience with
Enter The Matrix.
5 page review inside!



125

**NEW GAMES
MASSIVE 2003
PREVIEW!**

EXCLUSIVE AUSSIE REVIEW!

SOCOM: US NAVY SEALS

Enlist now for this bloody
amazing online war shooter!

THE HULK

Official review inside!
Does the Hulk smash
the competition?

390

GAMES RATED

- Metal Gear Solid 3
- Gran Turismo 4
- Tony Hawk Underground
- Prince of Persia
- Mission Impossible

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16

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SEGA

PlayStation®2



ISSUE 16
JULY 2003



ON THE COVER
SOCOM is here!

056

GAME REVIEWS

056 **SOCOM: US NAVY SEALS**

These soldier boys know how to make an online shooter that cooks.

060 **THE HULK**

Find out how 'Hulkerrific this movie conversion is.

062 **ENTER THE MATRIX**

Better than the movie? Probably!

067 **RYGAR**

This classic gets a new lease on life.

068 **RESIDENT EVIL: DEAD AIM**

070 **DANCING STAGE MEGA MIX**

072 **SPEED KINGS**

073 **SYBERIA**

074 **WHIRL TOUR**

075 **CLOCK TOWER 3**

076 **CHOPLIFTER**

076 **DOWNTOWN RUN**

062

PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA



060



REGULARS

006 EDITOR'S LETTER

008 ON THE DVD

012 SPY

OPS2 was on hand to catch the unveiling of Sony's new consoles, the PlayStation Portable and the DVD/PS2 console (the PSX). We also got the goods on the new *Lord of the Rings* game, the new *Bond* game, *Buff 2* and a whole lot more.

022 MONITOR

055 REVIEWS

The onslaught of quality PS2 titles continues. OPS2 put the latest wave of games through their paces.

076 MEDIA DVD

This month's reviews: *I Spy*, *Red Dragon*, *Fargo*, *Die Another Day* and *A Fish Called Wanda*.

080 POSTAL

082 SUBSCRIPTIONS

Save money and receive a free game! Each subscriber gets a free game! This month it's *Stuntman*.

084 HARDWARE

This month's guide: OPS2 walks you through the trickiest bits of *Splinter Cell* and *Devil May Cry 2*. Plus tips & cheats for *X-Men 2*, *Wolverine's Revenge*, *Shox*, *The Sims* and more!

091 SMS PS2 CHEATS

092 SHORTLIST

Check out the fresh look to OPS2's ongoing efforts to help you develop the perfect PlayStation 2 collection.

096 COMPETITIONS

There's a massive *Shinobi* game, giveaway!

098 NEXT ISSUE

FEATURES

040 E3 REPORT

More than a hundred new PlayStation 2 games flashed at the crowds from banks of televisions covering the massive halls of the LA Convention Centre. OPS2 has play-tested and ranked 125 of the new PS2 games from the least impressive, all the way through to the best of the best. This list should give you a great idea of what's hot and what's not, but don't rush out and place your pre-orders yet because we only had a few minutes to spend with each game, and there's still plenty of time left for the developers to improve on what we saw. Let the games begin...

PREVIEWS

022 INTRO

024 MEDAL OF HONOR: RISING SUN

It's time to take on the Japs in Pearl Harbour!

026 XIII

Comic books meet first-person shooters!

028 FREEDOM: BATTLE FOR NY

Squad-based shooting in the windy city - with seriously big guns!

030 DISNEY'S EXTREME SKATE ADVENTURE

Tony Hawk meets Disney.

032 PITFALL HARRY

This gaming relic gets dusted off for the PS2 treatment.

034 DARK CHRONICLE

Build cities, battle through dungeons and have a stonking great time doing it!

035 EVIL DEAD: A FISTFUL OF BOOMSTICK

This series may be getting a little tired but it's still amusing.

036 FIRE WARRIOR

The *Red Faction* boys blast back with another Blockbuster!

038 RETURN TO CASTLE WOLFENSTEIN

Could this game be any cooler?

068





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NAZ'S TOP 2

SILENT HILL 3

(ATARI) OUT JUNE

You'd think that after the alarming number of girly screams and soiled undies that survival horror games have cost me, I'd have had enough. But no, I'm back for another bloody good scare-fest with *Silent Hill 3* – bring it on!

ENTER THE MATRIX

(ATARI) OUT NOW

I know it's a little easy and shallow, but the *Matrix* is still a pretty damn cool entity and this game is a *Matrix* fan's wet dream – give me more of that Bullet Time action, baby!



RICHIE'S TOP 2

SOCOM: US NAVY SEALS

(SONY) JUNE

"Roger, Tango, Wilco, Charlie..." I don't really know what I'm talking about when I'm yelling orders to my mates but I know I'm having a great time with this wicked shooter.

RESIDENT EVIL ONLINE

(THQ) TBA

Like Naz, I'm a glutton for punishment with these survival horror games. I just keep coming back for more. The doctors tell me there's something seriously wrong, but what me worry?



"E3 2003 just re-confirmed the PS2's dominance"

EDITOR'S LETTER



Nothing ever stands still in the gaming world and this year's E3 was as exciting as it has ever been.

For the uninitiated, E3 is the videogame industry's centrepiece. It's the single-most important event – where the industry ritually converges in Los Angeles and waits with bated breath for big announcements and new games for the coming year.

Once again, Sony stole the show. E3 2003 just re-confirmed the PS2's dominance, and as an owner you're set to reap the benefits. We have the best games and we have the most games. Not only that, Sony announced the PSP – a portable handheld device set to release at the tail-end of 2004. Cool? You bet it is. Imagine being able to have the PlayStation gaming experience anywhere you go!

It didn't end with E3 either! In a month of massive PlayStation news, Sony also announced the release of the PSX. The PSX will be a groundbreaking piece of hardware that will play games and DVD movies, but will also have a 120GB hard drive that will enable you to record DVD-quality TV shows and movies straight to the box.

Locally, we've just received the exciting news of a further price-drop for the PS2. A reduced price for a new console at \$329.95 is now very affordable. Who could have imagined that the best could get better?! That's enough from me though. OPS2 has all this news (and more) in greater depth starting on page 12.

Remember, for the official word and news on all things PlayStation – read OPS2. 'Nuff said!

Happy gamin',

Richie Young

RICHIE YOUNG
Editor

PlayStation 2



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With an OPS2 subscription you can get 12 issues at just \$10.41* each. That's a MASSIVE 30% off the cover price!

Every new subscriber will receive a free copy of the awesome Stuntman!

Turn to page 82 for all the details!

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MEN DROP AT HER FEET



"AN EXPLOSION OF
SEX, ACTION
AND VIOLENCE."

- OFFICIAL PLAYSTATION 2 MAGAZINE



PC
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PlayStation 2



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Def Jam VENDETTA

PUBLISHER: EA
GAME TYPE: HIP-HOP
WRESTLING
OUT: JUNE
PLAYERS: 1-2

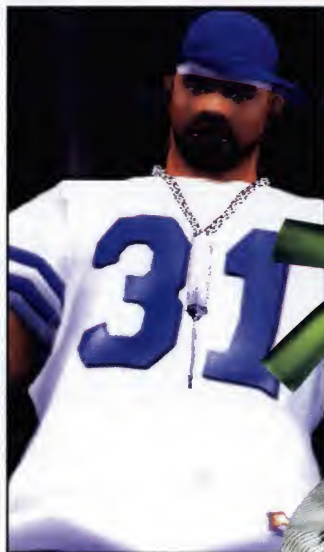


'SUP, BOYEE. YOU KNOW what time it is. Time to bust some skulls!

The demo features four characters including the Wu-Tang Clan's Method Man, and Redman. If you wanna make it as a playa the key is to wear your opponent down with a succession of attack combos and punishing slams. Once he's on the deck you can inflict more pain by stomping on his head or going for a bone-crunching grapple. If you're getting beat up on, try to stay out of the way for a couple of seconds. The commentator (Funkmaster Flex) will call you a sissy, but your energy will start to recover.

THE CONTROLS

D-pad/L-stick Move
R-stick Taunt
ⓧ Grapple
ⓐ Strike
ⓐ Get in/out of ring
ⓐ Run/climb turnbuckle
ⓐ Pin/dodge
ⓐ Block



tip To get your fighter blazin', build up the momentum bar by mixing your attacks and taunts.

Virtua Fighter 4 EVOLUTION

PUBLISHER: SEGA
GAME TYPE: BEAT-'EM-UP
OUT: TBA
PLAYERS: 1 (FULL GAME 1-2)

THIS SUBTLE UPDATE OF *Virtua Fighter 4* from Sega is probably the best beat-'em-up you're gonna get your hands on this side of *Soul Calibur II*. And this demo gives you plenty of chance to get to grips with its advanced fighting system. After a few hours with this baby you will know kung-fu, or at least its videogame approximation, which will cause you much less real pain.

Mastering the moves takes time but our demo makes it easy for you to move through the single-player arcade mode as Akira, Sarah or new character Brad. After a couple of easy wins – attainable with button bashing, if you wish – a mission mode is added, requiring you to perform tough tasks to stay in the game.

THE CONTROLS

D-pad Move
ⓧ Punch
ⓐ Guard
ⓐ Punch
ⓐ Kick
ⓐ Pause
ⓐ Punch + guard
ⓐ Punch + kick + guard
ⓐ Punch + kick
ⓐ Kick + guard
Note: Neither analogue stick is used

tip When playing as Sarah, get behind your opponent and press ← (if away from them) + ⓐ. When Akira, and facing a wall, try this: ← + ⓐ.



RYGAR THE LEGENDARY ADVENTURE

RIGHT. YOU'RE A MYTHICAL HERO of one sort or another. The thing is not to worry too much about that. You have a nice range of weaponry, all based on a shield-attached-to-string yo-yo called a Diskarmor. You've got three of these; one for close combat, one for medium range and one on a bloody long bit of elastic that sweeps around and takes out almost everything.

In this demo you've got to manoeuvre around a Coliseum-type place as you knock it down, fighting huge caterpillars and breaking up statues. At the end you come up against a three-headed god.

Things move quickly, but follow the map and you'll be okay. In our experience, the most fun is in swinging your Diskarmor around and breaking stuff, although you might want to think your way through it the second time to get the most out of the demo.

THE CONTROLS

L-stick Move
ⓧ Jump
ⓐ Use Diskarmor
ⓐ Turn and use Diskarmor
ⓐ Use Diskarmor
Inventory
ⓐ/ⓐ Defend
ⓐ/ⓐ Change Diskarmor

tip Don't just walk past those statues. Most of them can be destroyed and will give up precious bounty – either extra life or weaponry.

BURNOUT 2 POINT OF IMPACT

MORE FUN THAN most racers, we still like to pull on our driving gloves and have a burn on *Burnout 2* six months or so since we first scorched ourselves.

In this replay demo you can race against three other illegal types along the Big Surf Shores track. Top up the Burnout meter at the bottom of the screen by driving at oncoming traffic, near other cars, or perform other similarly reckless 'stunts' and you can press ⓐ for a speed boost which is accompanied by an almost thrilling whizzing noise as your nitro maxes out... or whatever it is nitros do.



PlayStation 2



PUBLISHER: ACCLAIM
GAME TYPE: RACING
OUT: NOW
PLAYERS: 1 (FULL GAME 1-2)

THE CONTROLS

L-stick Steer
ⓧ Accelerate
ⓐ Brake
ⓐ Change view
ⓐ Horn
ⓐ Look back
ⓐ Boost

tip When you blast up the old boost make sure you are on the 'wrong' side of the road, that way you'll top up your meter for a second boost straight away.

ON THE DVD

ISSUE :: 016

Platinum



airblade

ANOTHER PLATINUM CLASSIC AVAILABLE at a cheap price, *Airblade* gives you the chance to fulfil those *Back To The Future* fantasies you've been hiding. No, not getting it on with '50s chicks. The hoverboarding bits.

You are Ethan, trying to escape on your board from the nasty suits trying to rip you off. In the demo you can choose either a multiplayer game with your mate or the single-player option. Pick Ethan or Kat and head Downtown where you'll get two-and-a-half minutes to complete the on-screen objectives. Most of the tricks can be carried off by holding down one of the face buttons (X, A, C, B) and then pressing a direction. String them together to get combos.

In the two-player game you compete to find and hold on to a ribbon. Wrestling it free is just a question of touching it.

THE CONTROLS

L-stick Move
X Jump (hold for boost)
C Grab
B Trick
A Grind
Spin board right
Spin board left
Speed boost
Brake
Pause/options



PUBLISHER: SONY
GAME TYPE:
EXTREME SPORT
OUT: NOW
PLAYERS: 1-2



tip

To pop a suicide do the following: ←, →, ←, C.
For a dropout try this ↓, ↑, ↓, C. Now you're freakin' baby!

Platinum

Baldur's Gate DARK ALLIANCE™

PUBLISHER: VIVENDI
GAME TYPE: RPG
OUT: NOW
PLAYERS: 1
(FULL GAME 1-2)

FULL OF GOBLIN-BASHING mentalness, *Baldur's Gate* scored 8/10 in *OPS2*. Now back in the shops in a Platinum box, it's also returned to our wondrous little DVD of joy.

In the demo you get to role-play as Adrianna, the Elven Sorceress. Your task is to rid the basement of its rat infestation within the time limit. As you work your way through the cellars, break all the barrels and urns and you'll get cash and potions for your trouble.

THE CONTROLS

L-stick Move
R-stick Rotate camera
D-pad Toggle weapons/spells
X Attack
C Action
B Use magic
A Jump
Spin board right
Spin board left
Speed boost
Brake
Pause/options
Open inventory

tip You can kill the rats pretty easily by using X, but try out your magic fire with C, it's much more in character, you know.

Platinum

Wipeout Fusion



PUBLISHER: SONY
GAME TYPE:
FUTURE RACER
OUT: NOW
PLAYERS: 1
(FULL GAME 1-2)

NOW FIRMLY IN THE realms of Platinum bargainland, *Wipeout Fusion* looks just as good now as it did on release and is well worth another try out for old hands or as an introduction for the unacquainted.

Our demo gives you a choice of two racers, two drivers and two tracks for single-player antics or a mighty multiplayer challenge. The skills are as they ever were, which means being easy on the turns, careful of your shields and sliding over as many power-ups as you can.

THE CONTROLS

L-stick Steer
C Change view
B Right air brakes
A Left air brakes



tip

If this is your first bash at *Wipeout* then start with the Felsar ship – it has more stable controls than the Eg-r.

CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...



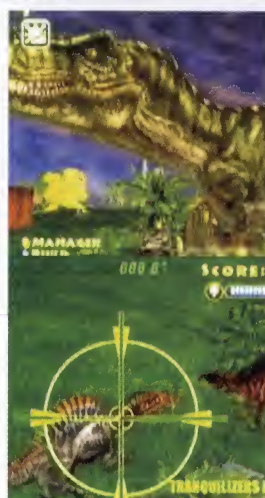
ENTER THE MATRIX

See the cool game in action. This trailer gives you a bit of background, with contributions from some of the actors as well as plenty of scenes from the game. Watch it, then go straight to page 62 and read the review.



SOCOM: US NAVY SEALS

In which dozy American kids show you how easy it is to never leave your home yet still be able to play games with your mates. All with a copy of SOCOM, a head-set and a broadband connection. For those with only one of the previous, you also get to see a top game in action. Go to page 56 for the review.



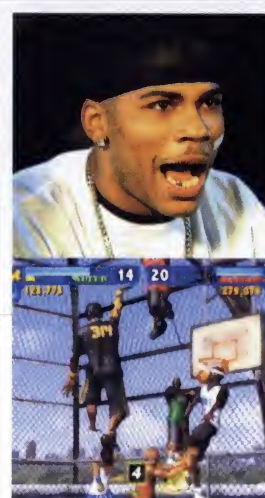
JURASSIC PARK GENESIS

Although the experiment keeps going wrong in the films, you have the chance to create your own dinosaur park in JPG. See how it is done and exactly what it looks like with this sweet bit of video lovely.



PRO BEACH SOCCER

The official game of the Beach Soccer Federation, most famous for having Eric Cantona's bloated post-Man U body flailing around the world's beauty spots like a particularly skilful beached whale. See what the game version looks like.



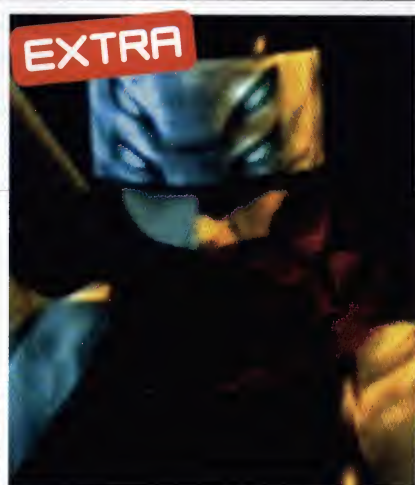
NBA STREET VOL 2

NBA goes street and hip-hoppy-hop once again with volume two (on show here) of EA's basketball sim. See some down-with-the-kids rap boys try out the game with plenty of slamming and, indeed, dunking on display.



SILENT HILL 3

Once you've played the demo and got the spooky theme song - *You're Not Here* by SH sound guy Akira Yamoka - lodged firmly in your head you can wallow in this pop promo for the song with Heather lip-synching along to the vocals. Strangely compulsive.



SHINOBI

Learn not only how Sega's oriental adventure was made but where the knife-throwing skills came from back in the days when there were no guns with which to defend yourself. Educational, and yet interesting. Edutainment, if you will.

CHALLENGES

DEF JAM VENDETTA

Beat your opponent in under a minute using a submission move, it's the best method, man.



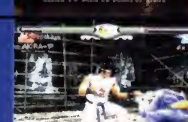
RYGAR: THE LEGENDARY ADVENTURE

Kill both forms of the statue boss at the end without taking a single hit.



VIRTUA FIGHTER 4 EVOLUTION

Using Brad, beat three fighters in under 42 seconds (forget the mission on the third fighter - just go for the time!).



BURNOUT 2: POINT OF IMPACT

Think you're good enough to chain three burnouts together? (The message Burnoutx3 will appear if you do it correctly.)



AIRBLADE

Jump on your hoverboard and do your best to complete all the objectives with just four minutes left on the timer.



BALDUR'S GATE: DARK ALLIANCE

In the guise of foxy Elven Sorceress Adrianna, we want you to complete the rat quest by killing all the rats and all the spiders in the last room before the demo times out on you.



WIPEOUT FUSION

Using the felsar (that's the team best for beginners) and Carlos Beneto finish first on the Florian Heights track without using pick-ups or recharging your shield. Good luck.



■ **WHAT DVD?** If the PSX looks a lot like a DVD player it's because it is a DVD player. But it plays PS2 games too.



SONY'S NEW PS2

PSX has the industry X-cited

SONY RECENTLY UNVEILED this shiny new product, known as the PSX – but if you think we're talking about the PS2's predecessor, then you're way off the mark.

According to Sony, the new device will combine typical electronic media like a DVD recorder and TV tuner, with computer technology allowing a whopping 120 gigabyte hard drive and the PS2 chipset, all packed into one big silver box. That means that as well as playing all your favourite games and watching DVD's as you would on your regular PS2, you can now record DVD's and your favourite TV shows to a hard drive or memory stick.

But that's not all. The PSX will also have the ability to connect to broadband, allowing you to play games online or log on to the official PlayStation website to download the latest information about upcoming titles.

The product was unveiled during a financial meeting for the entire Sony group, where Sony Computer Entertainment boss, Ken Kutaragi, said that he hoped the PSX would become as essential as a

VCR or a DVD player is now. Kutaragi also released additional details about the new PlayStation Portable (covered on page 18) and announced that the PS2 has reached 52.5 million sales worldwide, solidifying its position as the number one console in the world.

Sony also made it clear that the PSX is not a PS3, nor is it a next generation of PlayStation. As far as *OPS2* knows, the PS3 is still in development and scheduled to be released in 2005 or 2006. The PS2 chipset in the PSX is still the same machine that we're all used to. Sony has made it clear that it still plans on promoting the PS2 with full force in order to keep its crown as the best console on the market.

As for when you'll be able to pick up your own PSX, Sony has announced that Japan will be the first to take one home, with North America and Europe having to wait until early next year. As for how much you're going to have shell out for one of these big silver boxes, Sony is yet to reveal details, but *OPS2* recommends you start saving every cent you can spare.



■ **PRICE IS RIGHT** You might need to take out a small loan for one of these babies though.



TOP CONSOLE, LOW PRICE

ANOTHER ANNOUNCEMENT that shook the industry was Sony's PS2 price drop from \$389 to \$329.95. But while the new price may annoy the 52.5 million people who have already bought a PS2, Sony is hoping that another 52.5 million people will pick up its sleek black box.

"We're pleased to widen the doors into the PlayStation entertainment world," said Managing Director of SCE Australia and New Zealand Michael Ephraim.

"At this price, customers make a small investment that immediately reaps massive value and is the key to unlock the most exciting entertainment potential in the future."

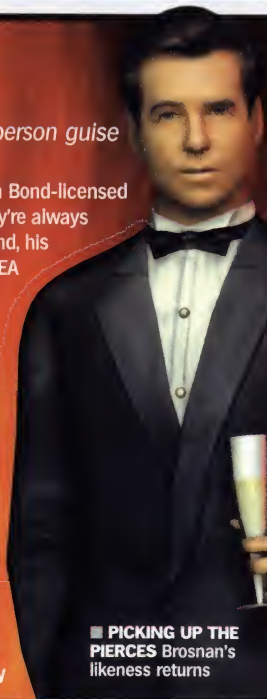
PREMIUM BOND

It's Everything Or Nothing for Bond in his new third-person guise

DON'T GET US WRONG, we loved *GoldenEye*, but since then Bond-licensed titles have become derivative. Derivative in the sense that they're always first-person shooters and are only noticeable for featuring Bond, his gadgets and high-gloss film packaging. Wouldn't it be great if EA made a really, really good Bond game?

Well, in a bold move, *James Bond: Everything Or Nothing* is played in the third (rather than first) person, shifting the emphasis more toward action/adventure. The secret agent will interact more fluidly with the game's driving sections in larger open-world environments. Moreover, 007 can now use his surroundings to outwit enemies, and in a further special mode you can view in advance how Bond might approach a task and choose to either follow his method or devise your own.

EA didn't use the stealth word once — thank Christ — when telling us about *Everything Or Nothing*. Like his recent films, Bond is anything but subtle. So don't expect a James Bond-meets-*Splinter Cell*-type arrangement. Do expect girls, vodka martinis, despot Slavs with strange facial deformities and (cross fingers) an entirely original Bond experience. □ GW



■ **PICKING UP THE** PIERCES Brosnan's likeness returns



FANG GOD FOR BUFFY

■ **GET IN, THE BUFF** Garlic, silver bullets and — kung-fu?

Sarah Michelle Gellar's left Buffy, but she's still in the PS2 game

BUFFY THE VAMPIRE SLAYER, the series that elevated blonde starlet Sarah Michelle Gellar from TV movie no-name to A-list celebrity is set to feature as a PS2 game. *Buffy The Vampire Slayer 2: Chaos Bleeds* is an adventure plucked from the fifth season and touted as a 'lost episode' by the show's writers.

Vampires feature heavily as Buffy and her troupe of fresh-faced college kids fight against the 'Pure Evil' that's threatening to consume humanity once and for all. Real-life likenesses and voice-overs — mandatory these days for licensed games — are all in place and gameplay will revolve around combat and puzzles. There's even a series of multiplayer modes. It won't be out for a few months yet but you can get another glimpse of this buff new game in our E3 feature. □ GW

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NEWS FOR JULY

WITH THE GAME BOY Advance hardware so similar to the Super Nintendo Entertainment System, Nintendo has been quick to turn its back catalogue into a cash cow. But why pay \$70 for the likes of *Super Mario World* and *Zelda* when you can pick them up for peanuts on eBay? First released in Japan in 1990, the SNES was so successful around the world that few quality titles



are rare. Over 46 million consoles were sold. The retro SNES scene is dominated by Nintendo fans rather than collectors. You can even still buy brand new SNES consoles for \$50-100, while used machines start from as little as \$10. eBay has a dedicated category for the Super Nintendo and it usually has hundreds of listings. Recent bargains include *Killer Instinct* (\$11), *Starwing* (\$10), *Streetfighter 2 Turbo* (\$26), *Mario All Stars* (\$16), *Yoshi's Island* (\$25), *Super Mario Kart* (\$22), *Zelda: A Link to the Past* (\$36), *Donkey Kong Country* (\$20), *Unirally* (\$15), *Super International Cricket* (\$18), *Super Metroid* (\$38) and *F-Zero* (\$18). The rarer PAL titles are usually those released very late in the console's life, like *Terranigma* (\$51), *Harvest Moon* (\$70), *Secret of Mana* (\$81) and *Secret of Evermore* (\$45). Japanese-only RPGs command much higher prices, as does anything from Square.

MAKING A RATCHET (AGAIN)

Spy reveals the nuts and bolts of *Ratchet & Clank 2*



LITERALLY MOMENTS AFTER Sony prised its only playable version of *Jak II: Renegade* from our greedy hands, news surfaced on a sequel of another big name platform adventure. Believe us, we were as surprised as you are now that gadgetry spectacular *Ratchet & Clank 2* is on its way – and, it'll be out in November.

From the minimal information Sony has released, Spy can garner that *R&C2* has evolved in the same way as *Jak And Daxter*, with the emphasis now on a more futuristic, adult world. And yes, the word 'darker' has been mentioned again, meaning mild cuss words and general moodiness all round. It's a very conscious effort by Sony to distance its flagship titles from derivative platform games of old to make them attractive to hardcore gamers.

Don't ask whether it's going to be bigger and better. You so know the answer – we hear there are 20 planets, each harbouring multiple visitable cities, advanced upgradeable weaponry, new maxi-games and now, space combat. You can also look forward to an enhanced health damage system and, in keeping with the 'out with the old' spirit, the characters have been redesigned.

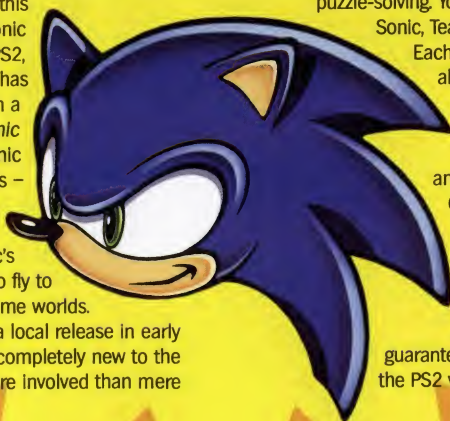
By this time next month we'll have got our grubby hands on a playable version and will be telling you all about it – but in the meantime you can hop over to page 40 and see how *Ratchet 2* fared in our E3 report. □ GW

SONIC BOOM

You heard it here first – Sega's mascot spins onto PS2 in *Sonic Heroes*

JUST AS WE shut the big news door on this issue, Sega is on the blower to tell us that Sonic The Hedgehog is now definitely coming to PS2, the first time Sega's much-loved mascot has ever appeared on Sony hardware. In a completely original 3D adventure titled *Sonic Heroes*, players will take control of three Sonic stalwarts – Sonic, Knuckles or Tails – simultaneously. Gameplay will revolve around using the right member of the familiar Sonic cast at the right time – choose Sonic's speed, Knuckles' power or Tails' ability to fly to conquer the massive in-game worlds.

Due in Japan this winter, with a local release in early 2004, this team-based gameplay is completely new to the traditional Sonic-only game and far more involved than mere

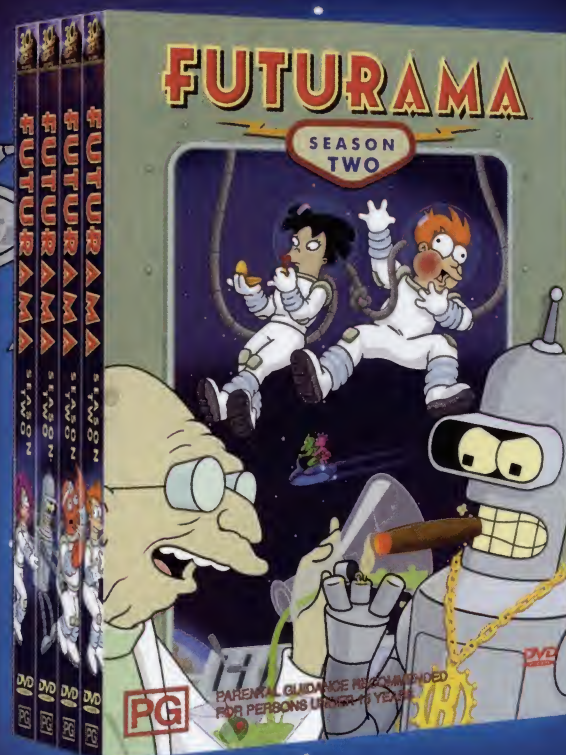


puzzle-solving. You play as one of four teams – Team Sonic, Team Dark, Team Rose or Team Chaotix. Each has a total of 12 playable characters, all with unique signature moves and storyline. The stage will be tailored to you, depending on which team you choose – think unique missions and CG movies that drive your team on. Competition for the platform fan's moolah will be tough this winter, with pre-xmas releases for both *Ratchet & Clank 2* and *Jak II*, but the debut of one of gaming's greatest heroes should be more than enough to guarantee a hit – we hear from our source that the PS2 version is looking super spiffy. □ MG

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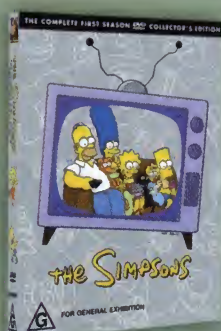
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GO, GO GADGET PHONE

Telstra launches hi-tech mobile

THE LATEST STACK of features that have been crammed into Telstra-compatible mobile phones will have Nokia's N-Gauge looking worried. As well as internet chat, email, music and Information services, the phones will support new games like Sony's Everquest and Sega's Snowboarding. For the moment these services will only be available on Samsung's new Rainbow mobile phone (pictured) but more compatible models will be released soon. ET wishes he could have phoned home on one of these babies.



■ **HANG ON A MINI** That's not Turin, it's LA

WHY WE LOVE KYA

It's being made in France, it's a Ratchet & Clank rip off and its lead character is a teenage girl. We shouldn't have liked Kya: Dark Lineage, but we did. Here're six reasons why...

KYA CAN FLY...

By jumping into hot air vents Kya is thrust high into the air, causing her control dynamic to change.

It's a satisfying ride as Kya skydives through the airstreams to reach new sections of levels.

IT'S GOT 20 UNLOCKABLE MINI-GAMES TO DISCOVER...

Collecting coins dispersed through the nine huge environments enables you to buy mini-games that appear in the Nativ tribe's city that forms the central game hub. Some of these will have a multiplayer option. Bargain!

IT'S FROM THE PEOPLE WHO MADE THE V-RALLY SERIES...

We're counting on *Dark Lineage* to be a future hit because it's coming from a developer with a heritage of producing high quality PlayStation games. Expect to see more of the gorgeous Kya very soon.

■ **WOLF IT DOWN** To be entirely honest these screenshots do Kya no justice at all. We'll get Infogrames to do better ones for us next month

IT LOOKS AS GOOD AS JAK II: RENEGADE...

No really, it does! Having played both (and given they are at similar stages of production) Eden Studios has done well to prove Naughty Dog and Insomniac aren't the only PS2 developers to have nailed the seamless free-roaming adventure. Pan the camera around Kya from an elevated position and the scale of *Dark Lineage's* environments is breathtaking.

THE LEAD CHARACTER IS UTTERLY LIKEABLE...

Unlike other more beardy characters Kya doesn't wind us up. She's sassy, cheeky and endearing. Despite the fact she's a videogame character you'll probably end up fancying her. Have a look at the picture. You would, right?

THE COMBAT SEQUENCES AREN'T JUST AN AFTER THOUGHT...

Fighting's an important part of *Dark Lineage*. Kya's been tasked with helping the peaceful Nativ tribe, oppressed by the evil Brazul and his army of Wolfen (think *Little Red Riding Hood*) and she fights hand-to-hand with fists, kicks, and combos with the aplomb of a true beat-'em-up babe. □ **GW**

■ **HAIR CLIP** Kya hides a boomerang (her primary weapon) in her hair

GET A BETTER JOB

Michael Caine gets ditched in the all-new LA-based Italian Job game

WHEN IS THE ITALIAN JOB not really an Italian Job at all? When it's almost entirely set in Los Angeles. Conveniently forgetting all about SCI's sterling PSone stab at the original (and doubtless superior) crime caper movie, Eidos has signed the rights to the new *Italian Job* film starring Mark Wahlberg, Edward Norton, Jason Statham, Mos Def and Donald Sutherland.

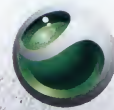
Here's the crack: after staging a gold

bullion heist in Venice, Charlie Croker and his gang are double crossed and left for dead. You get to be Croker as he leads his cronies in a mission of vengeance to recover the booty. This is a modern day *Italian Job* remember – and that means breakneck chases across the Hollywood Hills and Downtown LA, traffic jams of biblical proportions and swarms of those super-charged new Mini Coopers.

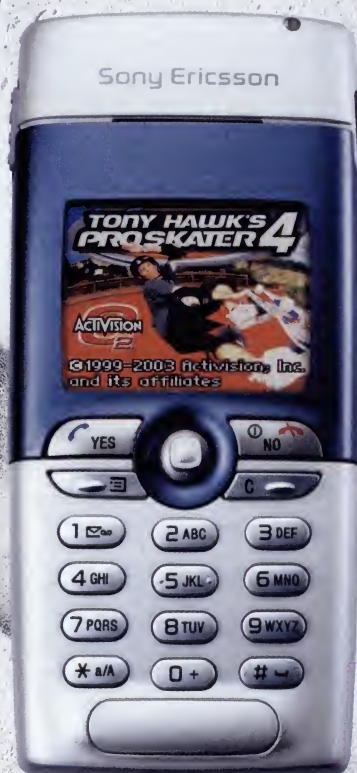
It'll break down into 15 story-led missions, recreating scenes and locations from the flick, a one or two-player race mode and a stunt driving section. *The Italian Job* game is out to accompany the movie this summer, but you probably guessed that already.

On applying the movie/game scepticism hammer to *The Italian Job* it actually fares better than you might think. Climax (on development duties) is a well respected driving specialist, and these first screenshots look well shiny. Job done? □ **GW**





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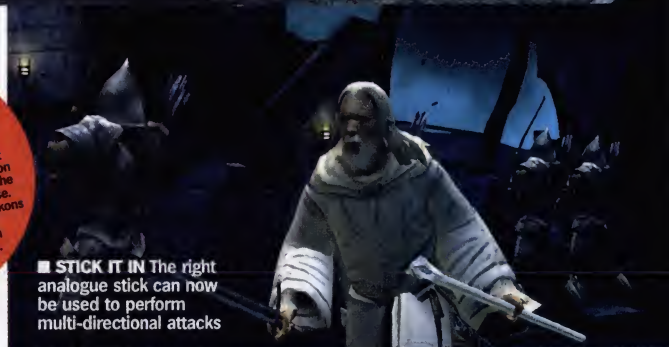
■ SWORDED PLEASURE

Aragorn will engage in vicious boss encounters with the Witch King and Dark Lord Sauron

GOLLUM'S GOSSIPSES

Once *Return Of The King* is out of the door EA will begin work on a series of other games set in the *The Lord Of The Rings* universe. Our source at the company reckons you can expect a similar approach to the one taken towards its 007 franchise.

■ STICK IT IN The right analogue stick can now be used to perform multi-directional attacks



SHINY NEW RING

First info on *The Lord Of The Rings: Return Of The King*. Yes, it's the good one

"WE WANTS IT, PRECIOUS... we needs it... we must haves it."

Yes chums, it's taken a series of increasingly humiliating phone calls – pathetically pretending to be Gollum – to secure the first info on EA's next *Lord Of The Rings* title. Based on the final instalment in the movie trilogy, *Return Of The King* will again seamlessly incorporate film footage with razor sharp swordplay. But whereas the last game was essentially a glorified version of *Golden Axe* (which was no bad thing) this time the hack 'n' slash gameplay is being expanded to include multiple paths through levels, deeper adventure elements, a new control system and fully interactive environments – characters will now have the ability to jump and swing on ropes, kick boulders and fire catapults.

Six characters are available at the start – Gandalf, Frodo, Sam, Legolas, Aragorn and Gimli – best of all, there's going to be a two-player co-operative mode. As you'd expect, the game will centre on the key set-piece moments in the film, such as the siege of Minas Tirith and the climactic battle at the Crack Of Doom.

Expect the game to arrive at the same time the movie hits your local cinema. Frankly, our own little fellowship is so excited that we're perfectly willing to dress up as Galadriel if it means getting hold of the game before anyone else. Consider yourselves warned. □ TC

POCKET PLAY STATION

Handheld PlayStation in 2004

Sony's powerful new handheld gaming machine, the PlayStation Portable (PSP), is on track for a Christmas 2004 release, and promises 3D gaming power far superior to any other handhelds on the market. The PSP will use Universal Media Discs, which pack 1.8 Gigabytes onto a proprietary mini disc. The PSP will also be equipped with a 16x9 wide-screen TFT LCD monitor with a backlight. As well as its hefty 3D power, the PSP also supports DVD quality video through MPEG 4 compression. With pocket performance that falls roughly half-way between the 3D power of Sony's PSone and PS2 consoles, we can expect to see conversions of games from both platforms, as well as a stack of original titles to keep you gaming 24/7. OPS2 will have the first in-depth preview of this pocket powerhouse in the coming months.

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SPY **INCOMING**

PS2 TOP 40 GAMES CHART

RANK	TITLE	CATEGORY	PUBLISHER
1	Tom Clancy's Splinter Cell	Action	Ubi Soft
2	Grand Theft Auto: Vice City	Adventure	Take 2
3	The Getaway	Adventure	Sony
4	Final Fantasy X (Pltn)	Adventure	Sony
5	Gran Turismo 3 (Pltn)	Racing	Sony
6	WRC II: Extreme	Racing	Sony
7	Devil May Cry	Action	THQ
8	Crash Bandicoot 5 (Pltn)	Action	Vivendi
9	Grand Theft Auto 3 (Pltn)	Adventure	Take 2
10	Kingdom Hearts	Adventure	Sony
11	The Sims	Strategy	EA
12	Harry Potter: Chamber Of Secrets	Adventure	EA
13	Cricket 2002	Sports	EA
14	Ratchet & Clank	Action	Sony
15	Spider-Man: The Movie (Pltn)	Action	Activision
16	Sly Raccoon	Adventure	Sony
17	V8 Supercars	Racing	Atari
18	Red Faction 2	Action	THQ
19	Metal Gear Solid: Substance	Action	Atari
20	Colin McRae Rally 3	Racing	Atari
21	Gran Turismo Concept 2002 (Pltn)	Racing	Sony
22	SpongeBob: Revenge	Action	THQ
23	Need For Speed: Hot Pursuit 2	Racing	EA
24	Medal of Honor: Frontline	Action	EA
25	Tony Hawk's Pro Skater 4	Sports	Activision
26	X-Men: Next Dimension	Action	Activision
27	Bond 007: Nightfire	Action	EA
28	Tenchu: Wrath of Heaven	Action	Activision
29	Jak and Daxter (Pltn)	Adventure	Sony
30	G1 Jockey 3 (Pltn)	Racing	THQ
31	Lord Of The Rings: The Two Towers	Action	EA
32	Tekken 4	Action	Sony
33	The Slam Pack	Action	Activision
34	Tekken Tag Tournament (Pltn)	Action	Sony
35	Stuntman	Racing	Atari
36	Mortal Kombat: Deadly Alliance	Action	Acclaim
37	WWE SmackDown 4	Sports	THQ
38	Tiger Woods PGA USA Tour 2003	Sports	EA
39	Dragonball Z: Budokai Fighters	Action	Atari
40	This is Soccer 2002	Sports	Sony

PS2 RELEASE SCHEDULE

JUNE

Category	Publisher
Backyard Wrestling	Wrestling Atari
Black And Bruised	Boxing Vivendi
Breath Of Fire V	RPG THQ
Clock Tower 3	Survival Horror THQ
Dead To Rights	Action EA
Def Jam Vendetta	Wrestling EA
Die Hard: Vendetta	FPS Vivendi
Dungeons and Dragons Heroes	Action Atari
Dynasty Warriors 4	Action THQ
Evil Dead: A Fistful Of Boomstick	Action/adventure THQ
F1 Career Challenge	Racing EA
Formula One 2003	Racing Sony
Gladious	Strategy EA
Hulk, The	Action Vivendi
Indy Car Series	Racing Atari
Resident Evil: Dead Aim	Lightgun THQ
Silent Hill 3	Survival horror Atari
SOCOM: US Navy SEALs	Combat sim Sony
Speed Kings	Racing Acclaim
Starsky & Hutch	Action Vivendi
SX Superstar	Racing Acclaim
Wakeboarding Unleashed	Sport Activision

JULY

Category	Publisher
Charlie's Angels 2	Action Ubi Soft
Dark Chronicle	RPG Sony
EyeToy: Play	Camera game Sony
Futurama	Adventure Atari
Summer Heat Beach Volleyball	Sports Acclaim
Tomb Raider: The Angel of Darkness	Action/adventure Atari

AUGUST

Category	Publisher
Dragon's Lair 3D	3D platformer THQ
Finding Nemo	Action THQ
Great Escape, The	Action/adventure Atari
Mace Griffin: Bounty Hunter	FPS Vivendi
Tribes 2: Aerial Assault	FPS Vivendi
XGRA	Racing Acclaim

SEPTEMBER

Category	Publisher
Amplitude: Frequency 2	Rhythm action Sony
Battlestar Galactica	RTS Vivendi
Beyond Good and Evil	RPG Ubi Soft
Crouching Tiger, Hidden Dragon	Beat-'em-up Ubi Soft
Disney's Extreme Skate Adventure	Sports Activision
Hardware	Online Sony
Judge Dredd Vs Judge Death	Action Vivendi
Red Dead Revolver	Action THQ
Rise To Honor	Action Sony
XIII	FPS Ubi Soft

OCTOBER

Category	Publisher
Allas	Adventure Acclaim
Batman	Action Ubi Soft
Freedom: Battle For Liberty Island	Action/adventure EA
Gladiator	Beat-'em-up Acclaim
Pitfall Harry	Action Activision
Racing Simulation 3	Racing Ubi Soft
Tom Clancy's Rainbow Six: Raven Shield	Action Ubi Soft
Urban Freestyle Soccer	Sports Acclaim

LATE 2003/2004

Category	Publisher
Allens Vs Predator	FPS EA

PS2 RELEASE SCHEDULE

Category	Publisher
Alter Echo	Adventure THQ
Batman: Dark Tomorrow	Action THQ
Blow Out	Shoot-'em-up TBA
Broken Sword: The Sleeping Dragon	Adventure Atari
Celebrity Deathmatch	Beat-'em-up Take 2
Conflict Desert Sabre	FPS Atari
Cricket 2004	Sports EA
Club Football	Football sim Atari
Cy Girls	Action Atari
Delta Force Land Warrior	Action EA
Destruction Derby 4	Driving Sony
Driver 3	Driving/action Atari
Dukes of Hazzard	Racing Ubi Soft
Ecks Vs Sever	FPS THQ
Enclave	Adventure TBA
EverQuest Online Adventures	Online RPG Sony
EXO	Mech action Atari
Far Cry	Action Ubi Soft
Fear Effect: Inferno	Adventure Atari
Fire Warrior	FPS THQ
Final Fantasy X-2	RPG Sony
Four Horsemen of the Apocalypse	Action Sony
Freaky Flyers	Flight action Acclaim
Fugitive Hunter	FPS Atari
Galerians: Ash	RPG THQ
Ghost Hunter	Adventure Sony
Harry Potter Quidditch	Action EA
Ice Nine	Action/adventure THQ
Indy Racing League	Racing Atari
King of Route 66	Driving TBA
Lamborghini	Racing Activision
Madden NFL 2004	Sports EA
Mafia	Action/adventure Take 2
Malice	Platformer Vivendi
Mission Impossible: Operation Surma	Action Atari
My Street	Party game Sony
NBA Ballers	Basketball sim Acclaim
NBA Jam 2004	Sports Acclaim
NBA Starting Five	Basketball sim Atari
Nightmare Creatures 3	Beat 'em up Ubi Soft
Prince of Persia	Action Ubi Soft
Pro Evolution 3	Football sim Atari
Pterosaur	Adventure TBA
Punisher	Shooter THQ
Resident Evil Online	Online adventure THQ
Rolling	Extreme sports Activision
Rugby 2004	Sports EA
Rygar: The Legendary Adventure	Action/adventure THQ
Shoot to Kill	FPS Atari
Splashdown 2	Racing THQ
Starcraft: Ghost	Action Vivendi
Star Wars: Galaxies	Online RPG EA
Syphon Filter: Omega Strain	Action Sony
Tak and the Power of Juju	Platformer THQ
This is Football 2004	Football sim Sony
True Crime: Streets of LA	Driving/action Activision
Urban Freestyle	Extreme sports Acclaim
X-Files, The	Survival horror Vivendi
ZOE: The 2nd Runner	Mech action Atari



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monitor

MONITOR CONTRIBUTORS: NARAYAN PATTON, JAMES ELLIS

Previewing the new games you voted to read about!

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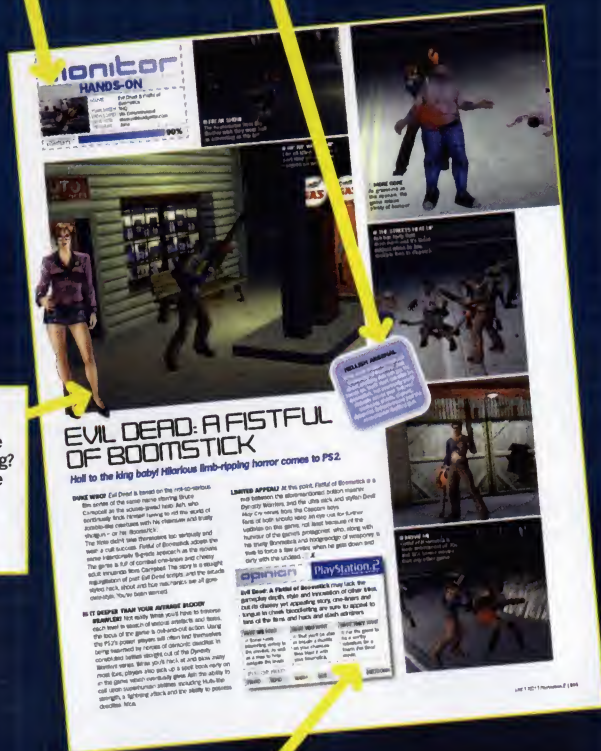
SO WHAT'S ALL THIS THEN? Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us – we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

HOW DO I GET INVOLVED? To vote in our Most Wanted charts email us on OPS2@derwenthoward.com.au and we'll also look for comments from the official forums at au.playstation.com. Get voting now!

INFO BOX It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any more information online.

INFO BURSTS Keep an eye out for these blobs, where we'll drop in facts, rants, quotations, devil's advocate opinions and anything extra you should know.

LATEST SCREENS So how's the game looking? We show the hits of the future in all their visual splendour.



OPINION BOX What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game – visit the forums at au.playstation.com to get involved.

MOST WANTED

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!

POSITION	GAME	WHAT?
1	MEDAL OF HONOR: RISING SUN Eyes forward, soldier, these exclusive screens will put a fire in your hold	NEW SCREENS PAGE 24 EXCLUSIVE!
2	XIII The blood-soaked baker's dozen reveals its cel-shaded cast of characters	NEW INFO PAGE 26 EXCLUSIVE!
3	FREEDOM: THE BATTLE FOR LIBERTY ISLAND Reds under the bed? Break out the machine guns, mother!	FIRST PLAY PAGE 28 EXCLUSIVE!
4	DISNEY'S EXTREME SKATE ADVENTURE Tony Hawk makes way for the new Lords of the Jungle!	HANDS-ON PAGE 30 EXCLUSIVE!
5	PITFALL HARRY Proving retro classics can still swing with the best	HANDS-ON PAGE 32 EXCLUSIVE!

ALSO IN monitor THIS MONTH

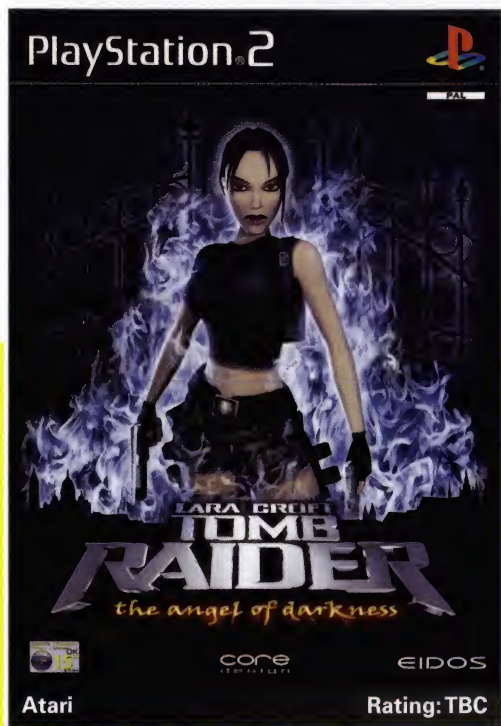
DARK CHRONICLE	PAGE 34
EVIL DEAD: A FISTFUL OF BOOMSTICK	PAGE 35
FIRE WARRIOR	PAGE 36
RETURN TO CASTLE WOLFENSTEIN	PAGE 38



Which forthcoming games would you like to see in Monitor next month? Visit the forums at au.playstation.com, email us at OPS2@derwenthoward.com.au (remember to put 'Monitor' in the subject line) or write by post to Monitor, Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2002. Vote now!

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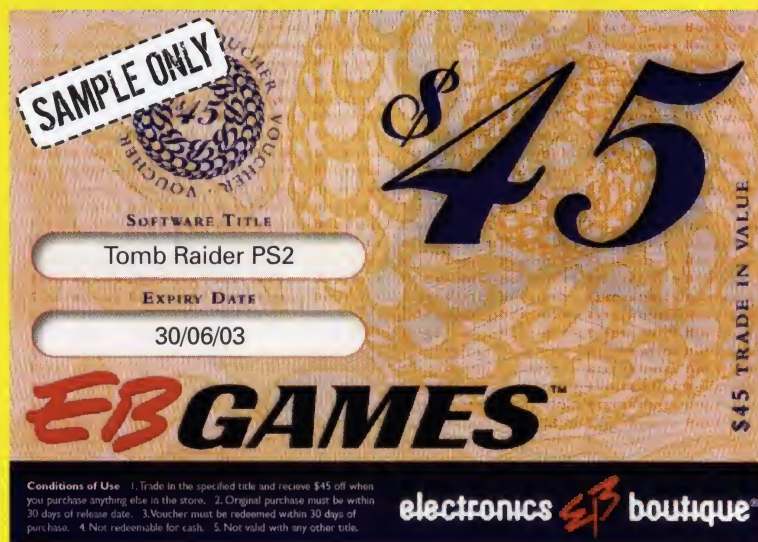
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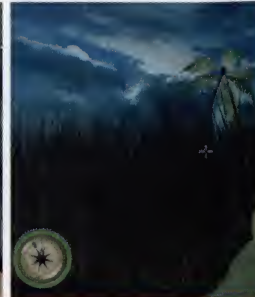
MEDAL OF HONOR: RISING SUN

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■ **JUNGLE JIM** We're going a-shootin' down in the jungles of Asia, just don't get in our way...



MEDAL OF HONOR: RISING SUN

Eyes forward, soldier, these exclusive screens will put a fire in your hold

NEW PICTURES? AWW, WE WANT TO KNOW HOW IT

PLAYS... Well you're just going to have to wait, for now. Check out the new battle scenes here though. It's only bloody Pearl Harbor, and not the sappy movie with dull old Ben Affleck either. Chances are you're not going to be able to single-handedly avert the mass slaughter of Americans no matter how well you play. But this looks like just the kind of monumental drawer-dousing action that ushered in *MOH: Frontline*. Prepare to be shell-shocked all over again.

WHERE ELSE ARE WE LIKELY TO BE HEADED? Well, the game promises to take players from Pearl Harbor to the Philippines, in the guise of Corporal Joseph Griffin. There's plenty of scope over the course of the war to include a variety of environments, though the game's likely to be far less urban-based than *Frontline*. Here you'll also be able to see action from the Battle of Guadalcanal – one of the opening levels – complete with sniping of heavily camouflaged enemy troops as well as ferocious and explosive man-on-man combat.

WHAT ABOUT THE CO-OPERATIVE MODE? Sadly, there are no two-player screens available yet, although the mode's inclusion promises to be one of the game's major innovations and selling points. Battling with your buddy by your side is surely what it's all about. Fierce speculation in the *OPS2* office over whether the final mission will see you flying the Enola Gay over Hiroshima continues. □ MW

opinion

PlayStation 2

MEDAL OF HONOR: RISING SUN looks even better than we were hoping for. How satisfying the gameplay will be still isn't clear. But we are looking forward to having a good war already...



● **Boldy:** "Well I don't mind attacking Nazis, but this is taking it too far."
 ● **Snoopaddyadd:** "I don't remember so many jungles in WW2. Aw well, another instalment? Looking forward to it."

HOT OR NOT?

FRIGID TEPID WARM HOT **BOILING** MELTDOWN



■ **FLAK ATTACK** The horrors of Pearl Harbor kick off the USA's involvement in WW2

■ **CAMO-FRAGGED** See him? He's on the right of the screen. And you're dead



FRIEND OR FOE?

One look at the early character renders proves that the attention to detail is phenomenal. For those of you who fear friendly fire incidents, memorise these faces now



FRIEND

This is an American. In fact, he's your Gunnery Sergeant. The tremendous detail extends as far as his rumpled hat and Colombo-style stoogie.



FOE

This is a Japanese trooper, one of several varieties you'll encounter; some heavily camouflaged, others wearing shorts. No laughing at the back.

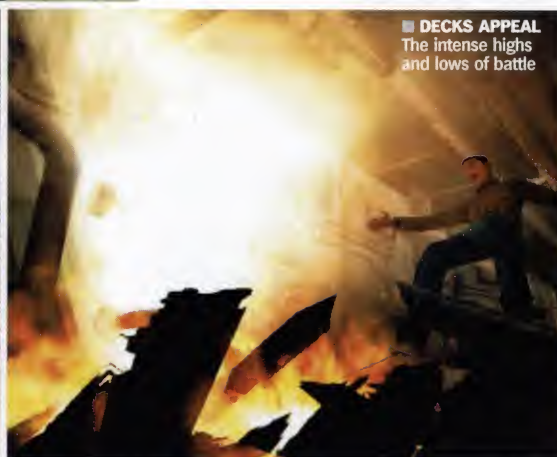
■ **SHIP AHOY** Worried it would be all jungles?



DID YOU KNOW?

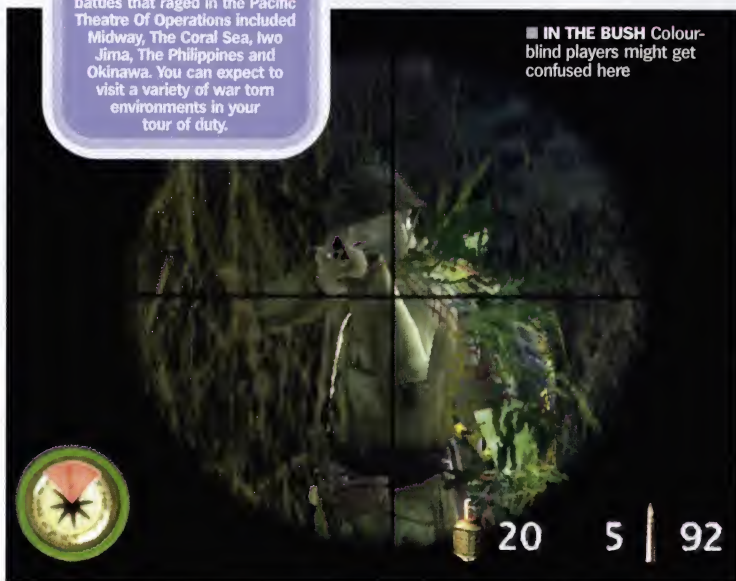
Between 1941 and 1945, battles that raged in the Pacific Theatre Of Operations included Midway, The Coral Sea, Iwo Jima, The Philippines and Okinawa. You can expect to visit a variety of war torn environments in your tour of duty.

■ **DECKS APPEAL** The intense highs and lows of battle



■ **PLAY MISTY FOR ME** The atmospheric effects will complement the game's intense action

■ **IN THE BUSH** Colour-blind players might get confused here



■ **BOAT PEOPLE** Sniper rifle and dinghy at the ready, this is no pleasure cruise



■ **PLANE SAILING?** If this doesn't get you excited then you don't deserve a PS2



■ **FLAMBÉ!** Chef does his best to save the stew





NAME XIII
PUBLISHER Ubi Soft
DEVELOPER Ubi Soft
WEB SITE www.ubi.com/FR/Games/xiii
RELEASE September

PERCENTAGE COMPLETE 65%

XIII

The blood-soaked baker's dozen reveals its cel-shaded cast.

CAST? ISN'T IT JUST ABOUT KILLING? Ah, mon ami, in this French-language fancy you'll be much more than a first-person star of a cartoon shooting gallery. The graphic novel series has a huge following and a distinguished heritage – something the developer is keen to stay true to. You already know that your character awakens washed up on a beach with no memory and a strange tattoo. No, not a drunken tattoo parlour visit, but the beginning of a violent search for a presidential assassin. Who knows? It could even be you.

SO WHO ARE THESE OTHER CHARACTERS? Well, the one your eye will keep straying to, the one who isn't an old man, is Major Jones. In the comics she's a versatile and capable fighter and, as you can see, she works pretty closely with XIII. In fact, these pictures suggest XIII spends most of his time with his hand on her knee. Jones works under General Carrington, the uniformed chap, in their own investigation of events. No doubt their paths will cross more than once.

AND THE OTHER FELLA? Meet Colonel Amos. He's a former international agent who worked for the CIA and NSA before settling at the FBI. He's in charge of investigating the assassination and, though he looks like a coffin dodger, he's to be both respected and feared. Whether you can trust any of them is yet to be discovered on your quest, but one thing's for sure, they'll look at least this good when you catch up with them in the game. Sacre bleu! ☐ MW

opinion

PlayStation 2

OFFICIAL MAGAZINE-AUSTRALIA

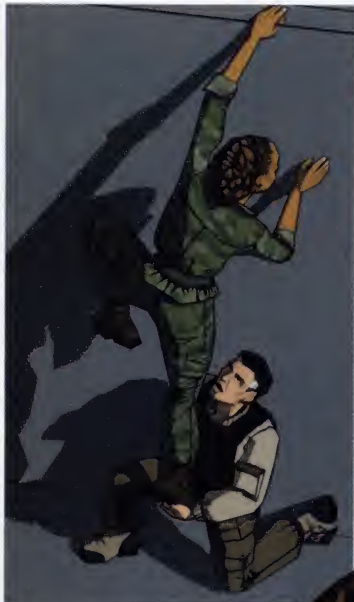
XIII has the potential to take the FPS genre in a new direction. With its slick cartoon styling and in-depth storyline we're keen to see whether it's a winner or just another nameless killer.



- Flux: A cel-shaded FPS that looks promising. It's been a long time coming now though, so it has a lot to live up to!
- Heavenstorm: I like anime and I like FPS games, this should combine the best of both.

HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☒ BOILING ☐ MELTDOWN ☐



■ **LEG OVER** Is XIII being a French-speaking gent here or just trying to get an Eiffel?



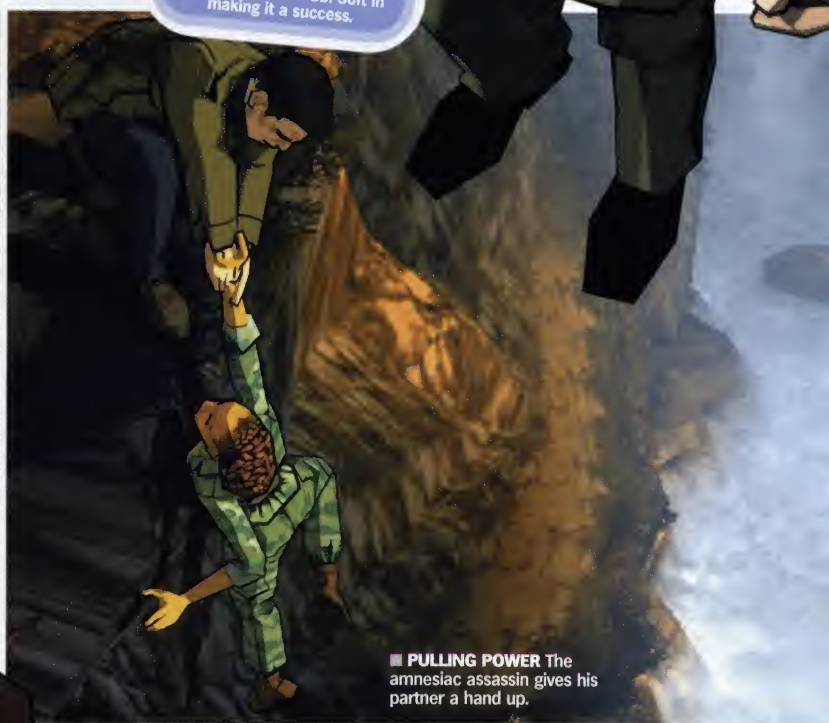
■ **BALDLY GOING**
Colonel Amos - great thinker but truly awful fashion sense.

■ **MILITARY MAN**
General Carrington commands the US Army, but not you.

DID YOU KNOW?
Few people realise that *XIII* is, in fact, a French-language graphic novel sensation. It is a worldwide phenomenon and has a dedicated following of fans. This will, no doubt, help to raise the profile of the game and aid Ubi Soft in making it a success.



■ **JONES IS WHERE THE HEART IS** The Major is equal parts Pam Grier and Solid Snake.



■ **PULLING POWER** The amnesiac assassin gives his partner a hand up.

EN GUARD!

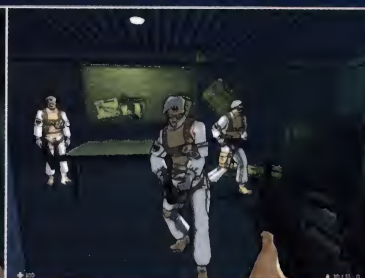
XIII won't be relying on his good looks to get him through every situation. Here are a few of the many weapons you'll find along the way.



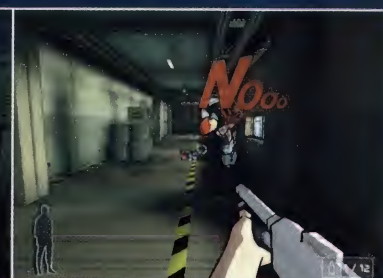
■ **CHAIR**
Ouch! The classic bar brawl tool. This will certainly make him sit down with a bump.



■ **GRENADE**
Tricky to use in corridors, but no FPS would go off with a bang without them.



■ **MACHINE GUN**
Plenty of fun. If you get bored, the grenade launcher's a nice treat, too.



■ **SHOTGUN**
Stress relief personified. Who can honestly resist a little pump action?

monitor

FIRST PLAY



NAME Freedom: The Battle For Liberty Island
PUBLISHER EA
DEVELOPER io Interactive
WEB SITE ukea.com
RELEASE October

PERCENTAGE COMPLETE 70%



GUNS OF NEW YORK
Order your men to hold.



UP ON THE ROOF
Pick off the Reds from a high vantage point.

FREEDOM: THE BATTLE FOR LIBERTY ISLAND

Reds under the bed? Break out the machine guns, mother!

HANG ON COMRADE, WE'RE SUPPOSED TO BE

FRIENDS WITH THE SOVIETS? Sure, and it's thanks to ballet-loving peaceniks like you that we're in this mess. The minute Uncle Sam's pants are down the Rooskies launch a sneak attack against NYC, and now it's up to a rag-tag bunch of freedom fighters to kick Ivan's sorry ass all the way back to Minsk. Here's how it breaks down: the more commies you kill, the more charismatic your character becomes, making it easier to convince the locals to fight (and almost certainly die) for you. Completing the level we played involved taking down the Soviet flag (not burning it, though) and replacing it with the Star-Spangled Banner. "Oh, say can you see..."

ALL SOUNDS A BIT POLITICALLY INCORRECT

DOESN'T IT? Just shut it, hippy. *Freedom* is being developed by the same trigger-happy outfit behind *Hitman 2*, so you can whistle Dixie if you think it's going to be in good taste. Frankly, we couldn't care less because the game plays like a particularly saucy dream. Ordering the other rebels around offers plenty of tactical depth and the lock-on targeting is ultra intuitive. It's entirely automated at close range, but you can also aim manually by clicking L3.

DOES IT LOOK ANY COP, THOUGH?

Oh yes, siree. *Freedom* runs on an updated version of *Hitman 2*'s Glacier engine, and the transition between interior and exterior shootery is smoother than Bill Clinton's pillow talk. Whether you're busy hosing down the Red Army from a machine-gun nest or storming a heavily guarded building, the sense of being caught up in a citywide conflict is tastier than piping-hot apple pie. □ TC



I CAN SEE THE PUB FROM HERE
Fighting at close quarters and at long distance keeps the action varied.



DUCK AND COVER The expansive play areas are littered with conveniently-placed objects to hide behind. You soon get used to darting between barricades.



STAIRWAY TO HEAVEN Ambushing the unsuspecting commies.

opinion

PlayStation 2

FREEDOM: THE BATTLE FOR LIBERTY ISLAND has come from out of left-field to become one of our most wanted titles. Why? It looks like *GTA: New York* with lots of guns and not many cars. Nuff said.

Flux: In light of recent events are they really going to allow a game about fighting in New York to be released anytime soon?

Heavenstorm: It looks like a cross between *Half-Life*, *SOCOM* and *Hitman 2*.

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



MUNITIONS MENU Selecting your weapon could be easier.



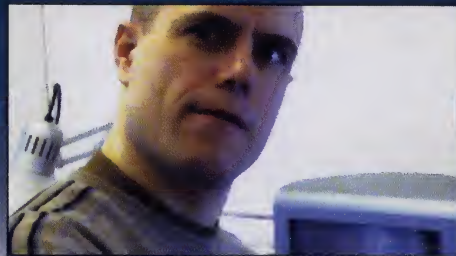
NEW YORK CARES Plenty more where he came from.



Q&A

THERE AIN'T NOTHING LIKE A DANE

OPS2 talks the talk with Freedom's Producer, Martin Guldback. He's Danish, you know...



There's an incredible sense of scale to the cityscapes. How difficult was this to implement?

The hardest part was to make it all fit into the PS2's memory. We really wanted the player to be able to play a complete level without constantly being interrupted by annoying loads.

The premise reminds us of that old Patrick Swayze movie *Red Dawn*. What were your main influences?

We were inspired by movies with a David versus Goliath theme to them, like *Red Dawn* and *Braveheart*. We wanted a character who was up against the odds but steps into the spotlight.

Why did you choose to automate the aiming system?

We only have auto-aim when you're very close to the enemies. There is a strong emphasis on commanding other freedom fighters in the game. We wanted to make sure that this remains the player's main concern, even in very stressed situations.

The game was left in limbo after the terrorist attacks on New York. Did it come close to being cancelled?

That was absolutely not an option. The thought never occurred.

Why so hard on the Russians?

The bad guys in our game are not Russians, they are Soviets (evil red communists). They both descend from the same geographical location, but they possess very different mindsets.

Who was better, Michael or Brian Laudrup?

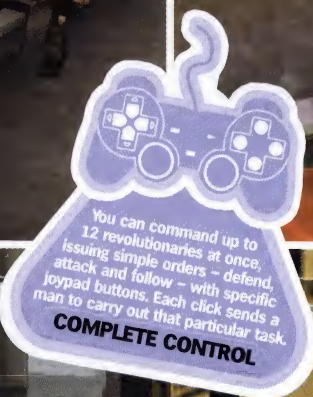
Personally, I always preferred their younger sister.

Do you really hate to see Carlsberg leave?

I have always been more of a Tuborg guy.

Why aren't there more games with Vikings in them?

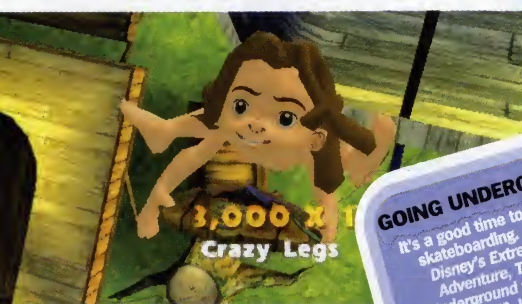
Beats me!



HANDS-ON

NAME Disney's Extreme Skate Adventure
PUBLISHER Activision
DEVELOPER Activision
WEBSITE www.activision.com
RELEASE September

PERCENTAGE COMPLETE 80%



GOING UNDERGROUND

It's a good time to be a fan of skateboarding. As well as Disney's Extreme Skate Adventure, Tony Hawk Underground was recently unveiled at E3. Using a photo of your own face in the game, making your own tricks and getting off the board whenever you want are all in there.

■ INFINITY AND BEYOND Buzz Lightyear busts out a grind.



Snout Stand + Warthog Wheelbarrow



■ TREASURE TROVE Andy's room from Toy Story makes for great skating fare.



■ HAT TRICK Why's Goofy wearing a stack hat? Cartoon characters can't even break bones.



DISNEY'S EXTREME SKATE ADVENTURE

Tony Hawk makes way for the new Lords of the Jungle!

JUST ANOTHER DISNEY SPIN-OFF? Unlike some of the weaker Disney titles that have snuck onto shelves in past years, *Disney's Extreme Skate Adventure* uses the acclaimed *Tony Hawk's Pro Skater* engine, giving the gameplay instant legitimacy. The sublime control, staggering combos and endless lists of tricks and play modes has ensured that the *Tony Hawk* games have skated their way into millions of gamers' collections around the world. To make the gameplay a little more accessible for the younger Disney audience some of the more complex gameplay elements have been simplified but the core gameplay of *Tony Hawk's Pro Skater 4* remains in place. It's also impressive to see the popular *Tony Hawk* improvements (spinal transfers and manuals) being worked into the gameplay.

HOW MUCH AIR CAN YOU GET? Quite a lot, actually. Skaters and environments have been taken from three of Disney's popular movies; *Toy Story 2*, *Disney's The Lion King* and *Disney's Tarzan*. This means you can skate Buzz Lightyear and Woody around Andy's room from *Toy Story 2*, performing grinds off dominoes and other toys. If you fancy kick-flipping your way around the elephant graveyard

as Simba the lion or flinging Tarzan around his treehouse home, then this is the game for you.

WHAT ABOUT ME? As well as the full cast of Disney movie stars, the game boasts an extensive create-a-player mode. After you've finished tweaking the characters' looks you can take them into their own parks and check out their unique tricks lists. ☐ NP

opinion

PlayStation 2

DISNEY'S EXTREME SKATE ADVENTURE comes with all the skills of the best skating engine in the business, packs plenty of superbly animated cartoon backgrounds and looks like being one of the better Disney games in a long while.

WHAT WE WANT

■ More levels! The skate parks look great but we want more of them – dammit!

WHAT YOU WANT

■ Limp dragon reckons "Disney's Skate Adventure looks better than Tarzan's chest!"

WHAT THEY WANT

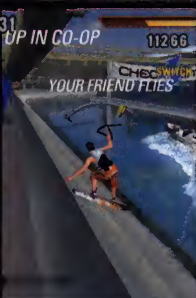
■ To take the feel of the *Tony Hawk* games and combine them with a popular Disney licence.

HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☒ HOT ☐ BOILING ☐ MELTDOWN ☐



HANG ON FOR YOUR LIFE.



WAKEBOARDING UNLEASHED

FEATURING SHAUN MURRAY

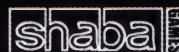
Screenshots taken from PlayStation 2

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

TO FIND OUT MORE ABOUT ACTIVISION GAMES, REGISTER YOUR DETAILS ONLINE AT [HTTP://EREG.ACTIVISION.COM.AU](http://ereg.activision.com.au)



PlayStation 2



monitor

ON LOCATION

NAME Pitfall Harry
PUBLISHER Activision
DEVELOPER Edge of Reality
WEB SITE www.activision.com/
RELEASE October

PERCENTAGE COMPLETE 70%

SEE THE SIGHTS

While tracking down treasures, Pitfall Harry will dodge scorpions and jump crocodiles all the way from the dense jungles of South America to the crumbling ruins of ancient Aztec civilisations.

JAWS OF DEATH

Get caught by these fish and it will be a messy end for Harry.

FACE OFF

Harry's facial animation is top-notch.

PITFALL HARRY

Proving retro classics can still swing with the best.

HAVEN'T I SEEN THIS GUY BEFORE? Quite likely – Pitfall's gaming roots are as ancient as the fossils Harry unearths. The game first appeared on Atari's classic 2600 games machine, consisting of very simple action like swinging on vines over pits and jumping over snapping crocodiles and scorpions. This essential gameplay has been retained and combined with advanced new abilities for Harry's new 3D adventure.

IS IT THE PITS? There are plenty of pits in the game, but the aim is definitely to avoid them. And rather than being pits of the inanimate variety, these pits are clearly graduates from the Star Wars Sarlacc Pit School of Eating Your Prey Alive! Falling into a pit will see Harry chewed up and spat out by something with far too many teeth for anyone's liking. As well as the pits, Harry must jump rolling logs, sneak past sleeping monkeys and navigate other hazards as he makes his way along Crash Bandicoot-style pathways. While these pathways are fairly claustrophobic affairs, the good news is that these levels are simply a device to link the main areas of the game together.

SO, WHAT'S THE POINT? When Harry arrives at the game's main levels he will find a variety of challenges as he struggles to complete all of the objectives on offer. Some of the objectives are simple 'scout around until you find the switch to open the door' tasks but there are plenty of original ones to make the treks more interesting. Harry will be able to equip a sling, dynamite, ice axes and other weapons to help him add a few more jungle animals

to the endangered species list. As well as being used for standard attacks, the weapons can be used cleverly to complete puzzles. Slings can fire rocks to hit switches and shields can be used to direct blasts of flame. To add some more variety to the action, the developer has also included the Native Olympics, allowing you to compete in a number of bizarre sporting events. ☐ NP

opinion

PlayStation 2

PITFALL HARRY may lack the visual punch of *Jak II* and *Ratchet & Clank* but it's got plenty of 'old school' charm and more than enough puzzles and platforming action to make it worth a look.

WHAT WE WANT

More spectacular graphics, a greater variety of moves and a general increase in the level of polish.

WHAT YOU WANT

Fuzzyboy has "been playing games since the original came out" and wants another dose.

WHAT THEY WANT

To capitalise on Pitfall's famous name and get the attention of a new generation of gamers.

HOT OR NOT?

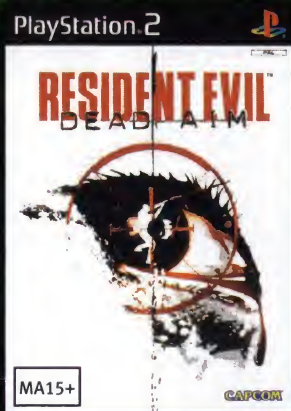
FRIGID ☐ TEPID ☐ WARM ☒ HOT ☐ BOILING ☐ MELTDOWN ☐

PLANET OF THE APES

Sure they look friendly now, but soon they'll rule the planet.

TEAR IN FOR 15% OFF THE LATEST & GREATEST PS2 GAMES

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GAMES CLASSIFICATIONS: M15+ - Mature (recommended for persons 15 years and over).
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Please check instore for release dates and availability.
Cannot be used in conjunction with any other offer.
Offer ends 8 July 2003.

MYER  **GRACE BROS**



NAME *Dark Chronicle*
PUBLISHER Sony
DEVELOPER VIS Entertainment
WEB SITE www.level5.co.jp/en/new_p/dc2.html
RELEASE July

PERCENTAGE COMPLETE **90%**

DARK CHRONICLE

The forecast is looking good for fans of action RPG's.

ANOTHER PRINCESS NEEDS SAVING? The story starts in the isolated town of Palm Brinks with young inventor Maximilian, after he receives a special gemstone from his father. When evil circus freaks come to town on a quest to find the stone, Max goes into hiding – where he and his friends discover the truth about the outside world. It turns out an evil tyrant from the future, named Griffin, has been time traveling back and forth to Max's time, destroying any towns that would have raised his future adversaries. Now Max must team up with Monica, a princess sent from the future in true Terminator-style, and do the whole "we're on a quest to save the day" thing.

TRUE SEQUEL OR LAZY REHASH? The gameplay in *Dark Chronicle* remains identical to the original title, in that it's a varied RPG with real-time combat and a *Slim City*-style town building mode. Fortunately, the sequel improves upon all the gameplay elements of the original, tightening them up to make for a more polished package. Weapons now break far less frequently, collecting specific town construction pieces has been replaced with a more general



RED ALERT Why do baddies always have red swords?



collection process and the emphasis on powering-up annoying supporting characters has been reduced. Throw in some golf and fishing mini-games and you've got a nicely rounded adventure.

DOES IT LOOK THE BUSINESS? You bet. *Dark Chronicle* features some of the most impressive presentation yet seen on PS2. The characters use an advanced sort of cel shading which the developers call 'tonal rendering'. This process appears to give each figure a stronger sense of depth than older cel shading techniques. This, combined with the scintillatingly designed and textured 3D backdrops, makes the game look better than a lot of cartoons, and indeed the vast majority of PS2 games on the market. Will it be enough to elevate *Dark Chronicle* to must-have status? Only time will tell. ☐ JE

opinion PlayStation 2

Dark Chronicle is shaping up to be a dream game for fans of the original who are hungry for more. It plays better, looks phenomenal and contains a lot to do. The only concern is that the game still features the slow dungeon crawling that dogged the original.

WHAT WE WANT

■ A smoother interface, as well as less backtracking before missions and town constructions.

WHAT YOU WANT

■ A lot of you want to be able to stick with well-equipped characters through the entire game.

WHAT THEY WANT

■ To have created a slick, solid and much-improved sequel.

HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ **HOT** ☒ BOILING ☐ MELTDOWN ☐

INSPECTOR GADGET Max's inventing skills come in handy.

MAXIMILIAN - INVENTOR EXTRAORDINAIRE

One of the most original aspects of the gameplay is the ability to make inventions. To create these, you'll first need to find an invention clue that will inform you of which items can be combined into a new device. Next, you need to locate and photograph these items using Max's camera, before gathering the materials to create the final product.



STAY ON TARGET Targeting enemies is a snap thanks to the auto-lock feature.



HANDS-ON



NAME Evil Dead: A Fistful of Boomstick
PUBLISHER THQ
DEVELOPER VIS Entertainment
WEB SITE www.evildeadgame.com
RELEASE June

PERCENTAGE COMPLETE 90%

FREAK SHOW

The housemates from *Big Brother* wish they were half as interesting as this lot!

RIP RIP WOODCHIP

Like all killers, Ash has a part-time job as a tree surgeon on weekends.

MORE GORE

As gruesome as this appears, the game retains plenty of humour.

THE STREETS HEAT UP

Ash has fairly fluid movement and it's more evident when he has multiple foes to dispatch.

HELLISH ARSENAL

What does it take to wipe out thousands of deadites? Just about anything Ash can get his hands on. You'll start out with his Boomstick, but eventually you'll stumble across your beloved chainsaw, pistols, shovels, dynamite, flamethrowers and the ever-popular Gatling gun.

EVIL DEAD: A FISTFUL OF BOOMSTICK

Hail to the king baby! Hilarious limb-ripping horror comes to PS2.

DUKE WHO?

Evil Dead is based on the not-so-serious film series of the same name starring Bruce Campbell as the square-jawed hero, Ash, who continually finds himself having to rid the world of zombie-like creatures with his chainsaw and trusty shotgun – or his 'Boomstick'. The films didn't take themselves too seriously and were a cult success. *Fistful of Boomstick* adopts the same intentionally B-grade approach as the movies. The game is full of cornball one-liners and cheesy adult Innuendo from Campbell. The story is a straight regurgitation of past *Evil Dead* scripts, and the arcade styled hack, shoot and hoe mechanics are all gore-over-style. You've been warned.

IS IT DEEPER THAN YOUR AVERAGE BLOODY

BRAWLER? Not really. While you'll have to traverse each level in search of various artefacts and items, the focus of the game is out-and-out action. Using the PS2's power, players will often find themselves being swarmed by hordes of demonic deadites in convoluted battles straight out of the *Dynasty Warriors* series. While you'll hack at and blow away most foes, players also pick up a spell book early on in the game which eventually gives Ash the ability to call upon superhuman abilities including Hulk-like strength, a lightning attack and the ability to possess deadites. Nice.

LIMITED APPEAL?

At this point, *Fistful of Boomstick* is a mix between the aforementioned button masher, *Dynasty Warriors*, and the ultra slick and stylish *Devil May Cry* series from the Capcom boys. Fans of both should keep an eye out for further updates on this game, not least because of the humour of the game's protagonist, who, along with his trusty Boomstick and hodgepodge of weaponry, is sure to force a few smiles when he gets down and dirty with the undead. □ JE

opinion

PlayStation 2

Evil Dead: A Fistful of Boomstick may lack the gameplay depth, style and innovation of other titles, but its cheesy yet appealing story, one-liners and tongue in cheek bloodletting are sure to appeal to fans of the films and hack and slash admirers.

WHAT WE WANT

■ Some more interesting variety in the combat, as well as a map to help navigate the levels.

WHAT YOU WANT

■ That you'll be able to impale a deadite on your chainsaw then blast it with your Boomstick.

WHAT THEY WANT

■ For the game to be a worthy substitute for a fourth *Evil Dead* movie.

HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☐ BOILING ☐ MELTDOWN ☐

MOVIE ME

Fistful of Boomstick is more reminiscent of '70s and '80s horror movies than any other game.

monitor

PLAYTEST



NAME Fire Warrior
PUBLISHER THQ
DEVELOPER Kuju
WEB SITE www.firewarrior.com
RELEASE November

PERCENTAGE COMPLETE 70%



■ **SIZE SPLATTERS** After the sanitised blasting of the 'Splitters, a bit of claret is most welcome.



■ **MINT IMPERIUM** These are Earth's forces of the future.



DID YOU KNOW?
The Games Workshop 'hobby' may involve the painting of toy soldiers, but it has created a gaming environment as rich and multi-faceted as the Star Wars universe. And they sell millions of figures, games and collectables a year. This game should be big.

■ **BLAST ORDERS** All of the hardware created in the toy soldier games is here.



FIRE WARRIOR

40,000 years in the future... There is only war... Apparently.

GAMES WORKSHOP? SO IT'S AN RTS GAME THEN?

Real-time strategy? No. This is a first-person shooter, mate. Games Workshop had 30 developers pitch for the rights to make a Warhammer game and Kuju was the only one who *didn't* pitch a boring RTS at them. And by playing as a member of the Tau race (one of four races in 40K) you not only get to use all the best weapons but you get to see the more famous characters, such as the lumbering Space Marines, up close and personal, too. The Space Marines are Warhammer's star players and are biologically enhanced über-violent space monks. These guys just pray and kill and have been waging an endless war for the last 10,000 years.

10,000 YEARS? THAT'S AN AWFUL LOT OF LEVELS...

There are 20 to be precise – though the game is set in a single 24-hour period. We follow one of the Tau race as his buddies are captured, then rescued, then escape in a spacecraft, which is then boarded by Space Marines, who fight back, then finally board the Space Marines' vast cathedral-like space cruiser and kick cyberass. It's the first time many 40K environments have been created, each with the Games Workshop's approval, so now you can see

what the bridge of a Battlefleet Gothic cruiser actually looks like.

TIMESPLITTERS 2. RED FACTION 2. WHY GET THIS?

The guys at Kuju have distilled everything good about every FPS game into a single action-packed, 60fps whole. It's got adult content (befitting a 40K licence) a four-player split-screen mode and there are rumours of online play, too. Think *TimeSplitters 2* with blood, gore and never-ending torment. □ DG

opinion
PlayStation 2
OFFICIAL MAGAZINE-AUSTRALIA

FIRE WARRIOR is looking great and having the Warhammer subject matter will guarantee us a huge range of weapons, enemies and locations to shoot up. Bring it on.

on the forum

oosseven: FPS Warhammer 40k will take me back to my troubled teenage years... I hope.
James14: Sounds like a good idea, should be a good game maybe it will give TS2 a run for its money.

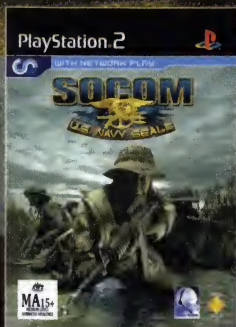
HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



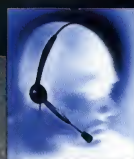


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PlayStation 2
THE THIRD PLACE



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HANDS ON



NAME Return To Castle Wolfenstein:
Project Resurrection
PUBLISHER Activision
DEVELOPER Id Software
WEBSITE www.activision.com
LAST SEEN OPS2#12

PERCENTAGE
COMPLETE

90%

RELEASE
DATE
JUNE

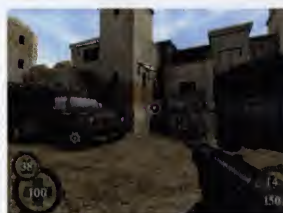
■ **NICE BIKE** We probably don't need to kill him. But we will



■ **A SIGHT TO SEE** These paratroopers are fearsome



■ **HE'S ELECTRIC** Part soldier, part Electrolux, this is the X-Creature



■ **FOR TRUCK'S SAKE** The opening mission in northern Africa



■ **GESTAP-OH!** She's leathered, but not in the way you'd like



■ **RUN AND GUN** Scatter the well-ordered Hun using the fixed machine gun



■ **DOCTOR DEATH** He's killed your friend, but don't worry, he's the first person you'll meet in the castle

WHAT'S THE STORY?

It's 1943. As a member of the Office Of Secret Actions your mission is to investigate strange creatures and occurrences around Castle Wolfenstein. It is rumoured that Himmler wants raise an army of Dark Knights. Be a dear and stop them, would you?

RETURN TO CASTLE WOLFENSTEIN: PROJECT RESURRECTION

Nazis, mutants, leather and carnage: what else does a game need?

RETURN TO...? NEVER BEEN THERE MATE. Well, you won't be the only one. The sequel to Id's '80s PC smash hit *Wolfenstein 3D* is on the way – complete with stormtrooper-filled hallways. While it retains a core FPS gameplay this takes a whole new slant. Needless to say, you'll have to use all your wits and weapons to kill a Reichs-load of Nazis, demons, demon Nazis and a host of other WW2-ish foes. You take the role of BJ, that's BJ, Blazkowicz as he returns to the castle, escapes (again) and uncovers a really quite evil plot by Himmler to create invincible soldiers to crush the allies. Fail, and we're all toast.

BUT ISN'T IT JUST A PC GAME? For those of you who thought that the one thing missing from *Medal Of Honor* was a hint of the occult, hold onto your jackboots. Id has taken its sweet time optimising this for the PS2, so playing it is a smooth, swift, responsive and satisfying experience. The ability to scatter enemies using the fixed gun emplacements found in some levels is fantastic and a seemingly unlimited arsenal of authentic weapons, including sniper rifles, add to your lead-flinging escapades.

HEY, A LOT OF THIS LOOKS LIKE IT'S OUTSIDE OF THE CASTLE... Oh, don't take the title literally, there's plenty to see and do. So far we've played through the exclusive PS2 prelude level in Libya as well as sampling most of the following missions. Of course there are dungeons to be explored but also levels on cable cars, Norwegian snowfields, laboratories, airfields and dark, dark woods. □ MW

opinion PlayStation 2 OFFICIAL MAGAZINE AUSTRALIA

RETURN TO CASTLE WOLFENSTEIN: PROJECT RESURRECTION is promising to be a truly great FPS. Sadly, without any multiplayer or online gameplay, this might just shoot itself in the foot

on the forum

● Dune: What could be more fun than fragging mutant Nazis?

● Robgriz: I might get it. But only after Half-Life and TimeSplitters 2.

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



■ **TANKS FOR COMING** We think he's gonna need a bigger gun.



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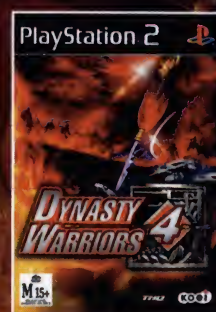
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SURVIVAL OF THE FITTEST





More than any one title, it was the sheer number of games on show at this year's E3 that made the biggest impact. More than a hundred new PlayStation 2 games flashed at the crowds from banks of televisions covering the massive halls of the LA Convention Centre. OPS2 has play-tested and ranked 125 of the new PS2 games, from the least impressive, all the way through to the best of the best. This list should give you a great idea of what's hot and what's not, but don't rush out and place your pre-orders yet because we only had a few minutes to spend with each game, and there's still plenty of time left for the developers to improve on what we saw. Let the games begin...



GLADIUS - LucasArts

Scrolling beat 'em up in which you play a gladiator dealing out all sorts of swords and sorcery. Unfortunately, the last-generation graphics, single-player-only gameplay and turn-based fighting make this hard to like.



FOUR HORSEMEN OF THE APOCALYPSE - 3DO

An interesting concept sees the four horsemen [Death, War, Famine and Pestilence] dishing out carnage with their own unique moves. Blocky characters and dull backgrounds don't do it any favours.



SX SUPERSTAR - Acclaim

This motorcycle racer features the usual catalogue of tricks and stunts to pull as you fly through the air across the outdoor tracks. The game's unique twist on the genre is an extensive career mode that takes you from a struggling rookie, through to a superstar kicking back in his condo.



RISK - Atari

This strategic war game has proved to be one of the more popular board games in recent years. Multiple players get together and decide the outcome of international conflicts with the role of a dice. Not the most exciting concept for a PS2 game.



SUMMER HEAT BEACH VOLLEYBALL - Acclaim

After the bikini girls have bounced their way around GameCube and Xbox with *Beach Spikers* and *Dead or Alive Xtreme Beach Volleyball*, the PS2 gets a crack at the sport. Acclaim's volleyball sim focuses on the serious side of the sport.



SHREK 2: THE GAME - Activision

The three people who played 2001's *The Adventures of Cookie and Cream* will know exactly what to expect from Shrek's new game. For the other 800,000 of us, *Shrek 2* is a co-operative action game in which one player must flip switches and the like to let his team-mate advance along the map.



FINDING NEMO - THQ

Another Disney movie brings another PlayStation 2 game to the shelves. The famous fish Nemo has to complete puzzles underwater, like trapping his enemies in air bubbles. Looks very simple but should entertain the youngsters.



K-1 - Konami

It's boxing, but not as we know it. K-1 is a massively popular boxing tournament in America but it hasn't really made it Down Under yet. *K-1* features the usual biff in the ring but it lacks the polish of the Knockout Kings games or the over-the-top action of the Ready to Rumble series.



BATTLESTAR GALACTICA - Vivendi Universal

This science fiction TV series may pre-date videogames but it's not immune from the PS2 treatment. A stylish pre-rendered cinematic kicked the game off well but the space-based combat isn't up to scratch with either of the *Star Wars Starfighter* games.



SPEED KINGS - Acclaim

The graphics may be on the weak side of average but the two player bike racing is addictive stuff. Any motorcycle racer that lets you dodge traffic and kick other riders off their bikes is good in our books.



SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM - THQ

Based on the popular Nickelodeon cartoon character, *SpongeBob SquarePants* delivers the usual 3D platforming malarky. Bob may not be as slick as *Ratchet* or *Jak* but it's one of the better looking kiddie titles around.



INDYCAR SERIES - Codemasters

Fans of IndyCar racing will be stoked to see a decent version of their favourite sport speeding onto PS2. For the rest of us not in the know, IndyCar racing uses the same cars as Formula One, except they keep racing around the one circular track in endurance marathons. Strategic but repetitive racing aplenty.



121

GRADIUS V - Konami

The fifth game in Konami's legendary scrolling shooter. This series still has its fans but its stubborn refusal to make the move into 3D means it has very limited appeal in the mainstream gaming community.



120

XGRA - EXTREME G RACING ASSOCIATION - Acclaim

After its birth on Nintendo 64, Acclaim's futuristic motorcycle racer has gotten faster and faster. The graphics are a little better than its PS2 prequel but it's still far from being a *Wipeout*-beater.



119

VECTORMAN - Sega

Remember those old vector graphics classics, like *Asteroids* and *Elite*? They ruled back in the day when wire-frame graphics were state of the art but they went the way of the dinosaur for a reason. *Vectorman*'s visuals may have advanced a little way beyond vector graphics but it still looks very dated.



118

DEER HUNTER - Atari

There's deer in them thar' hills and it's hunting season. This series enjoyed moderate success on PC with its cheap price and the ability to appeal to those elderly blokes who buy fishing games, but on PS2 we're predicting a dud.



113

ALTERED BEAST - Sega

Veteran gamers will remember the Arcade and Sega Master System versions of the scrolling beat 'em up. The 'regular bloke who unleashes the beast with various monster forms' has been kept in this sequel but it lacks the punch to clobber its next-generation competition.



112

THE FAST AND THE FURIOUS - Vivendi Universal

Based on the street racing film of the same name, *Fast and the Furious* has plenty of speed on offer but the graphics left a lot to be desired. The game may not have looked great but the booth babes showing it off were some of the best at the show.



111

NBA JAM 2004 - Acclaim

Another decade-old classic gets dusted off for the PS2 treatment. Ignoring anything to do with realistic simulation, *NBA Jam* goes for insane moves and frantic action. Unfortunately, it's slam-dunked by better action basketball games like *NBA Street*.



110

CHARLIE'S ANGELS - Ubi Soft

Taking advantage of the latest fad to release a game and movie simultaneously, *Charlie's Angels* will tie-in with the mid-year release of the second *Angels* film. The characters mimic the movie stars well but the action is less than spectacular.



105

HOTWHEELS HIGHWAY 35 WORLD RACE - THQ

Think of *Wipeout*-style racing with V8 cars and insane stunts and you'll be on the right page. It's not likely to beat *Gran Turismo 4* to the chequered flag any time soon but *HotWheels* packs a lot of fun onto the track.



104

DRAKENGARD - Square

Originally titled *Drag-On Dagoon*, Square's new shooter shares more than a few similarities with Sega's *Panzer Dagoon* games. Both titles put players on dragonback as they fly through the skies shooting down enemies. *Drakengard*'s main point of difference is that it allows players to tackle enemies on foot also.



103

SONIC HEROES - Sega

Sonic and Tails join forces in this colourful platforming romp. The graphics look a little rough around the edges and the two characters being controlled as one character and helping each other perform moves has been seen before many times.



102

PITFALL HARRY - Activision

Pitfall Harry, the vine-swinging, pit-jumping hero of the Atari 2600 classic jumps onto PlayStation 2 in his own game. Mixing elements of *Tomb Raider* and *Jak and Daxter*, *Pitfall* brings the old elements together nicely but it's not a knockout.



CLUB FOOTBALL - Codemasters

Imagine a soccer sim that let's you support your team by buying team-specific editions of the one game. The teams may all be English, and we're only likely to see the more popular teams like Manchester United shipped Down Under, but it's still a cool concept.



VIRTUAL ON MARZ - Sega

With *MechAssault* proving popular on Xbox it's no surprise that Sega has dusted off its aging Mech game and spruced it up for PS2, unfortunately it looked like it still needed a lot of sprucing. The trademark twin-stick control method is still present.



NBA BALLERS - Midway

The better looking game of the two action/arcade-style basketball titles at the show, *NBA Ballers* features exaggerated players performing hardcore slamdunks and the like.



I-NINJA - Namco

Looking sort of like a cross between *Ratchet & Clank* and *Kung Fu Chaos*, *I-Ninja* is a cutesy platformer with a lot of originality. The ninja hero can deal out destruction with weapons from shuriken to rocket launchers, but he also performs stunts extreme sports-style in between action sequences.



FUTURAMA - Vivendi Universal

Third-person action is the name of the game in this *Futurama* adventure. Players control Fry and his trusty laser gun as they try to send alien scumbags to their grave. Looks true to the cartoon but isn't spectacular.



SPY HUNTER 2 - Midway

The retro classic blasts back with more of everything. The car physics have been tightened, more weapons are on offer, and of course there are more enemies to blast at. Most importantly the super car can now turn into a snowmobile and an off-road vehicle.



GLADIATOR: SWORD OF VENGEANCE - Acclaim

Incredible lighting brings this Roman beat 'em up to the screen with a lot of style. Various weapons and finishing moves can be used to disembowel all sorts of Roman thugs. A fixed camera angle means you can forget about fighting with the camera and just hack away.



SPLASHDOWN: RIDES GONE WILD - THQ

The PS2 *Wave Race*-wannabe is back. The water looks better, the jumps are bigger and the tricks are more varied but it still just doesn't look as polished as it could. And where are the waves? Enough of the one-footers – give us some decent waves!



CROUCHING TIGER, HIDDEN DRAGON - Ubi Soft

This game has been a long time coming but it's shaping up nicely. All the kung fu biffa you'd expect is there – wrapped up with super slick animation and spiffy wide-screen graphics. Weapon combat also plays a big part in the action.



RESIDENT EVIL: DEAD AIM - Capcom

Dead Aim successfully blends the two *Res Evil* series' (the cool survival horror ones and the shabby gun games). The end result isn't perfect but sharing the control between the Dual Shock and the G-Con 2 is an innovative first that works well.



NASCAR THUNDER 2004 - Electronic Arts

NASCAR racing... Yep, it's still the same old story; race around in circles for a few hours. EA has recognised the lack of excitement in previous titles and injected more fun into this year's version with a new grudge system that will see CPU racers hunt you down if you crash into them – and it's online compatible too.



SPAWN - Namco

After appearing in the Xbox version of Namco's *Soul Calibur 2*, Spawn is busting out in his own game. The Todd McFarlane comic book character hits the PlayStation scene complete with his super strength, ability to climb buildings and, of course, his impressive arsenal of machine guns and rocket launchers.



97

ALTER ECHO - THQ

Play as either a cannon-wielding Mech, a stealthy puma creature or a sword-swinging hero. Transforming between characters on the fly is cool, and the slow-motion combo attacks are nice but the game still needs a lot of work.



96

MEGAMAN X7 - Capcom

In Japan this Astro Boy-ish robot boy wonder is immensely popular but *OPS2* isn't convinced he's going to impress Down Under. The gameplay is retro side-scrolling blasting that just looks dated.



95

SECRET WEAPONS OVER NORMANDY

- LucasArts
WWII fever was on fire at this year's E3. This flight sim focused on the immense air battles that took place over Normandy. You control fighter planes engaging the enemy in old fashioned dogfights.



94

BATMAN: RISE OF SIN TZU - Ubi Soft

The team behind *Batman Vengeance* has pumped out another caped crusader of a game. This time Batman and Robin team up in a more beat 'em up focused game. The animation was top-notch in the epic boss battle against Clayface.



89

TERMINATOR 3: RISE OF THE MACHINES - Atari

For the first time ever big man Arnie has lent his likeness to a videogame – even better he's voiced all of the dialogue as well and helped out with the game. The game is a mixture of first-person shooting and hand to hand combat but the controls need to be tighter and faster before release.



88

NHL 2K4 - Sega

The slick moves and killer slapshots from *2K3* are back, to be joined by a much greater focus on brawling. Players can be knocked into the bench and their stats will fall over the course of a game if you keep beating on them. Even better is the radically enhanced graphics engine.



87

DISNEY'S EXTREME SKATE ADVENTURE - Activision

Activision has taken the *Tony Hawk* skating engine, simplified it a little and moulded it around three popular Disney flicks; *Tarzan*, *Toy Story* and *Lion King*. The animation is flawless and the objectives should appeal well to youngsters – the rest of us will want to stick to *Tony Hawk Underground*.



86

KYA: DARK LINEAGE - Atari

If you've seen the cool bungee jumping levels from the *Tarzan* game then you'll be at home here. Giant wind tunnels connect the levels that players must sky dive, dodge and roll through. Even when you're on the islands the wind still plays a major role in the gameplay.



81

NFL 2K4 - Sega

The fifth NFL title from Sega sees 1000 brand new animations, an all-new play calling system and much better integration with ESPN. Throw in spruced up graphics and online support and you've got a sporting champ.



80

DDRMX2 DANCE DANCE REVOLUTION - Konami

It's time to get out the dance mat and bust a groove in front of your PS2. The new edition of *Dance Dance* features a new graphical interface that runs the music videos as you play. There's also a new No Break mode that plays the dance tracks back-to-back for dancing marathons.



79

CRASH NITRO KART - Vivendi Universal

Crash Team Racing receives a PS2-style facelift with *Crash Nitro Kart*. Featuring a handful of new weapons and characters, the racer failed to impress audiences overly, but at least it looked better than *Antz Extreme Racing* and *Super Bombad Racer*.



78

THE SUFFERING - Midway

Looking like a cross between *Resident Evil* and *Shadowman*, *The Suffering* puts players in control of a hardened crim who finds himself in the middle of a gaol with a bunch of mutants killing crims and guards alike. It's not going to have *Res Evil* looking over its shoulder but it takes a decent stab at the survival horror genre.



77 R: RACING EVOLUTION - Namco
Ridge Racer takes a tyre from *Gran Turismo*'s boot, featuring fully licensed cars, real world tracks and different racing modes like rally and drag racing. The graphics still leave the game trailing a few laps behind daddy *Turismo* but *Racing Evolution* is definitely on the right track.



76 NBA 2K4 - Sega
 Like Sega's *NFL* title, the ESPN integration has been radically improved. *NBA 2K4* will also benefit from hundreds of new player animations and a tweaked online mode. It may not be as improved as *NFL 2K4* but *NBA* was already a rock-solid sim so it's still competitive with EA's title.



75 UNLIMITED SAGA - Square
 Made by the boys behind the *Final Fantasy* games, *Unlimited SaGa* is an even cuter version of the popular RPG. All of the characters and backgrounds were drawn by hand then digitised. The battle system is a unique one that works like a poker machine slot, bringing up a random attack.



74 HEADHUNTER: REDEMPTION - Sega
 Jack's back, and this time he's out to put an end to a corrupt drug cartel. The character models and frame rate have definitely been improved since 2001's game and we saw a number of new weapons and gadgets for Jack to get to grips with.



69 THE HOBBIT - Vivendi Universal
 Combining JRR Tolkien's *Lord of the Rings* prequel with the gameplay stylings of the *Zelda* games was a wise move. *The Hobbit* has puzzles to solve, dragons to slay, loot to collect and graphics that, while not spectacular, get the job done.



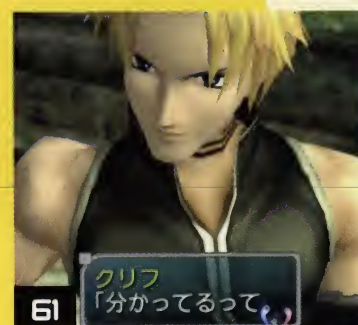
68 HUNTER THE RECKONING WAYWARD - Vivendi Universal
 The four player *Gauntlet*-style zombie slaying extravaganza comes to PS2. It's only two player this time around but at least the hefty array of ghouls, goblins and ghosts are packed in, along with plenty of swords, axes, shotguns and flamethrowers to send them back to Hell with.



67 TAK AND THE POWER OF JUJU - THQ
Tak was one of the many 3D platformers vying for our attention at E3. The worlds were massive and the graphics were pretty decent, but it was the ability to interact with all of the animals in the world that gave the game its uniqueness – plus any game that lets you dress up in a chicken suit is fine by us.



66 WHIPLASH - Eidos
 3D platformers don't come much more original than this. The game stars a ferret and a heavily drugged rabbit escaping from an animal testing lab. The game throws the usual puzzles and enemies at you but to knock them out the ferret clubs them over the head with the body of the drugged out rabbit chained to his wrist.



61 STAR OCEAN: TILL THE END OF TIME - Square
 As if Square wasn't already pumping enough RPGs of its own out, it decided to go and team up with Enix to make some more. *Star Ocean* is the first fruit of this partnership and, to be fair, it looks pretty fine. Boasting slick graphics and a unique real-time battle system, *Star Ocean* should keep fans very happy.



60 CASTLEVANIA: LAMENT OF INNOCENCE - Konami
 One of the most popular 2D platformers of the late '80s and early '90s, *Castlevania* appeared in a couple of ordinary looking N64 games before enjoying a couple of highly successful GBA titles. Now the series has finally moved into the next generation with an impressive new 3D action title that owes a lot to the *Devil May Cry* franchise.



59 TIGER WOODS PGA TOUR 2004 - Electronic Arts
 Tiger takes another swing at the golf genre, this time with five new PGA courses and two new fantasy courses. The create a player options have also been fleshed out much more. The biggest enhancement is clearly the online and voice communication options.



58 FULL THROTTLE: HELL ON WHEELS - LucasArts
 Fans of the early '90s PC adventure classic *Full Throttle* will be revving their engines at the sight of this mammoth new adventure. The basic 'talk to characters to discover clues' gameplay is still present but new racing and beat 'em up sections have been added to give the game a broader scope.



MAFIA - Take 2

Mafia is essentially *Grand Theft Auto: Prohibition Era*. It's set in 1920's gangland territory, with the player spending half of the time shooting from a third-person perspective and the other half driving around in vintage cars. The gameplay from the PC version has all been retained but the frame rate needs a lot of work.



THE SIMS BUSTIN' OUT - Electronic Arts

The *Bustin' Out* in the title refers to the Sims' new ability to get out of their houses and get stuck into a handful of new careers, including Mobster, Athlete, Mad Scientist and Fashion Victim. This new edition will also allow you to host parties with all of the trimmings from the *House Party* expansion pack on PC.



EXTREME FORCE: GRANT CITY ANTI-CRIME - Namco

After *Dead To Rights* (which should almost be out in Australia by the time you read this) the Namco boys used their shooting engine to create a brand new action blockbuster. The graphics look a little sharper but this third-person shooter failed to match the quality of some other shooters doing the rounds.



FINAL FANTASY XI - Square

Square took its popular role playing series online in a brand new Massively Multiplayer adventure with mixed results. *FFXI* lets players choose their own character and fight alongside hundreds of other players online but it failed to match up to the gameplay options present in the more popular *Everquest* series.



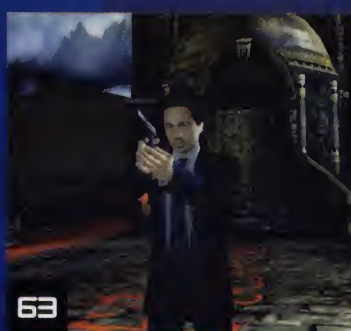
HARRY POTTER: QUIDDITCH WORLD CUP - Electronic Arts

Combining the massive *Harry Potter* licence with EA's sporting skill has resulted in *Quidditch World Cup*. Players scoot around on broomsticks competing in Quidditch tournaments as either *Harry Potter* characters or national teams like Australia and New Zealand.



TEENAGE MUTANT NINJA TURTLES - Konami

Turtle Power is back. This multiplayer beat 'em up takes the frantic action of the early '90s arcade game and updates it with stylish new cel-shaded graphics. Players can choose with turtle they want to play as, then get stuck into the Foot clan with swords, staffs and shuriken.



THE X-FILES: RESIST OR SERVE - Vivendi Universal

In what already looks like being ten times better than the original *X-Files* game, *Resist or Serve* is based around three television episode-style missions, written by the official TV show writers. Players can try to find the truth out there as either the action orientated Mulder or the scientifically minded Scully.



MADDEN NFL 2004 - Electronic Arts

After *NCAA Football 2003* came to the game with a range of impressive features last year, the Madden franchise has been sure to include its own version of all these upgrades. Along with all of the usual graphical and gameplay tweaks, the right analogue stick will now be able to be used to pull off intuitive plays on the fly – oh, and it's online too!



JUDGE DREDD: DREDD VS. DEATH - Vivendi Universal

Taking the in-your-face humour of the *Grand Theft Auto* games and placing it into a decaying futuristic society, *Judge Dredd* casts players in the role of popular comic book hero, Dredd. The first-person shooting controls work well and the good cop/bad cop meter keeps things interesting.



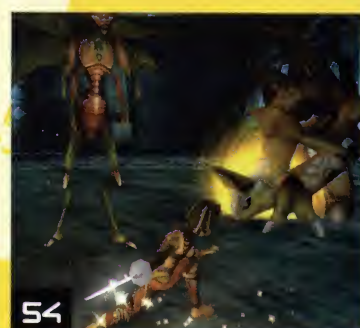
EVERQUEST ONLINE ADVENTURES: FRONTIERS - Sony

The addictive PC online experience has been crammed into the PS2 very successfully. All of the PC online options, allowing you to form guilds, trade weapons and increase the power of your character, have all been included, along with a new series of training missions to help inexperienced players get into the game.



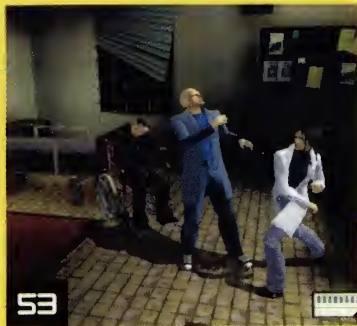
THE SIMPSONS HIT & RUN - Vivendi Universal

Hit & Run uses the same driving concept from *Simpsons Road Rage* but builds on it with stacks of new objectives to complete and the ability to go inside many of the television show's interiors, like Moe's Tavern and the Simpson family home. Looks much, much better than *Road Rage*.



SPHINX AND THE SHADOW OF SET - THQ

Giving players the choice of playing as either an Egyptian warrior or a bandaged-up mummy, *Sphinx* is a very polished looking platformer that lets players negotiate hazards across massive levels. Weapons like the blow dart gun can be used to complete puzzles.



ALIAS - Acclaim

Based on the TV show, *Alias* is a third-person action game in which players must balance stealth and combat abilities. When hiding from patrolling guards *Alias* uses a MGS2-style split-screen camera to show you how close the guards are getting. The combat offers unique abilities like disarming enemies of their weapons and performing different attacks based on the type of scenery nearby.



TIME CRISIS 3 - Namco

The super slick conversion of *Time Crisis 2* has left PS2 fans begging for more. Namco has answered with a sequel that sports improved character models, more enemies on screen, an enhanced two player mode and the ability to carry more than one weapon, switching between them at the press of a button.



FIREWARRIOR - THQ

The *Red Faction* boys have been busy tinkering away on this hi-tech shooter. The action takes place on a suspiciously Mars-looking planet, but who cares when the action is this frantic. *Firewarrior* sports truckloads of futuristic laser guns, along with the usual trimmings like explosive barrels, destructible scenery and cagey enemies.



FIFA SOCCER 2004 - Electronic Arts

EA has brought the *FIFA* series closer to reality with more ballsups. Instead of having the ball magnetically gripped to the players' feet as they run, skill will now be needed to ensure that the new, realistically animated, ball doesn't go walkabout. Online play is another asset.



DESERT STORM II: BACK TO BAGHDAD - sci

Retaining the squad-based third-person shooting style of last year's surprise hit, *Desert Storm II* has tweaked the gameplay to make it a little more strategic this time. Only specific members of your four man team will be able to drive some vehicles of complete specific objectives.



BACKYARD WRESTLING: DON'T TRY THIS AT HOME - Eidos

Tired of leaving all the wrestling fun to the professionals, a bunch of Americans have started up their own Backyard Wrestling federation. What this means for games is more violence, more backyard items that can be picked up and used as weapons. Looks like a welcome breath of fresh air for wrestling games.



RUGBY 2004 - Electronic Arts

EA has toned down the emphasis on scrums and rucks in *Rugby 2004*, favouring a much greater focus on tackling. With more than a thousand new tackling animations included, expect to see every bone-crunching move. The visuals, create a player and career modes have all be upgraded as well, but the lack of online play is a disappointment.



THE ITALIAN JOB - Eidos

We may not have heard about it over here yet but there's a new modern update of the classic car chase flick, *The Italian Job*, doing the rounds in America. Seeing as how the main focus of the movie is car chases, that's what we get in the game. It looks a lot like *Burnout 2*, but with more driving down back alleys, storm drains and using ramps to jump over roofs.



URBAN FREESTYLE SOCCER - Acclaim

It's soccer *NBA Street*-style and it looked great. Games are played in locations like courtyards between apartment blocks, with little alleys acting as goals. The gameplay was slick and the slow motion, somersault-filled special goal kicks sure looked cool.



THE HULK - Vivendi Universal

The latest movie to game combo mixes sneaky stealth action (as scientist Bruce Banner tries to avoid detection) with all out beat 'em up mayhem as the Hulk. Using a slick cel-shaded cartoon look, *The Hulk* had no trouble catching crowds of fans – the Hulk-smash gameplay was pretty cool too.



BEYOND GOOD AND EVIL - Ubi Soft

Playing sort of like *Final Fantasy* meets *Pokemon Snap*, *Beyond Good and Evil* puts players in the role of a professional photographer on a bizarre alien world. The adventure includes, of course, snapping pictures of inhabitants, but also hovercraft racing, staff combat and puzzle solving.



STARSKY & HUTCH - Take 2

Blending *Grand Theft Auto* and *Burnout 2*, *Starsky & Hutch* brings the famous television crime fighting duo onto PS2 for some intense street racing action. The game offers laps to complete as players weave in and out of city traffic and chase crims.



49 ROGUE OPS - Kecmo
Combining the slow moving stealth tension of the *Metal Gear Solid* games with the tight t-shirt wearing skills of Lara Croft, *Rogue Ops* dishes out the usual range of deadly weapons and sneaky spy skills. It may not be original but the controls are tighter than her top and the graphics are better looking than her figure.



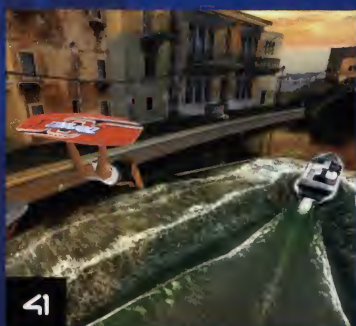
48 BALDUR'S GATE: DARK ALLIANCE II - Vivendi Universal
Along with the usual graphical and gameplay tweaks, *Baldur's Gate II* sports and brand new item creation mode that allows players to craft their very own magical artefacts for use in monster slaying. The action has also been upgraded to take advantage of the third edition *Dungeons & Dragons* rule set.



47 THE GREAT ESCAPE - Atari
The WWII escape extravaganza is shaping up to be the thinking man's shooter. There's still plenty of action if you know where to look for it but the numerous strategies and stealth elements keep it thoughtful. Unfortunately, the graphics engine is in need of a serious tune-up.



46 NHL 2004 - Electronic Arts
Brawling is the name of the game in the latest NHL game. The right analogue stick can be used to aim and charge up hits. Better yet, you can pull opponents' shirts over their heads and belt the crap out of them while they're blinded. And, of course, it's always 'ice to see online support.



41 WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY - Activision
It may have gotten off to a wobbly start but *Wakeboarding* is now easily on par with the rest of the Activision extreme sports pack. The water looks brilliant, the tricks are spectacular and the gameplay is packed with plenty of original features like co-operative multiplayer and a bizarre cow collection bonus mode.



40 MTV'S CELEBRITY DEATHMATCH - Take 2
For anyone who hasn't seen the television show of the same name, it's all about claymation wrestling in which celebrities like Marilyn Manson, Ozzy Osbourne and Mr. T pound the crap out of each other. The graphics recreate the claymation of the show perfectly and the disgustingly gross *Mortal Kombat*-style fatalities are great fun.



39 VIRTUA FIGHTER 4 EVOLUTION - Sega
Rather than releasing a brand new *Virtua Fighter* title, Sega has added two new characters, new arenas, better AI and more than 1500 new costumes to the previous game and plans to release this as a budget priced expansion pack – sounds good to us.



38 CALL OF DUTY - Activision
WWII shooters were out in force at this year's E3. *Call of Duty* was only playable on PC at the show, but it's due to arrive on PS2 in 2004 and was looking like one of the better war sims on offer. It's a purely action-orientated first-person shooter that sees you charging through a battle torn village with a small platoon of CPU troops fighting intelligently to help you out.



33 THE LORD OF THE RINGS: THE RETURN OF THE KING - Electronic Arts
Aragorn, Gandalf and Legolas swing back onto PS2 with a much-improved sequel to last year's beat 'em up smash-hit. The most welcome addition is the new two player mode that let's players work together against the servants of Sauron. Expect to see much bigger and more explosive battles.



32 ENTER THE MATRIX - Atari
After seeing *The Matrix Reloaded OPS2* suspects that there may soon be a lot less *Matrix* fans out there, but for the die-hard fans, this game contains a smorgasbord of *Matrix* goodies. The game packs all of the wall running, spin kicking, bullet dodging you would expect, plus it even has an hour of new footage directed by the Wachowski brothers.



31 NBA LIVE 2004 - Electronic Arts
EA's immensely popular basketball sim bounces back with even more options this year. New gameplay sliders will allow you to customise just about everything imaginable. AI has also been improved out of sight, making for much more challenging games – oh, and it's online too.



30 KILL SWITCH - Namco
This third-person military shooter was looking very slick. The emphasis was purely on arcade play as you moved through a modern day war-torn town, using absolutely any background item for cover, whether it was a stack of tyres, a pillar of a burnt out car. Once behind cover the player has a variety of leans, rolls and jumps that can be used to come out firing – very, very cool.



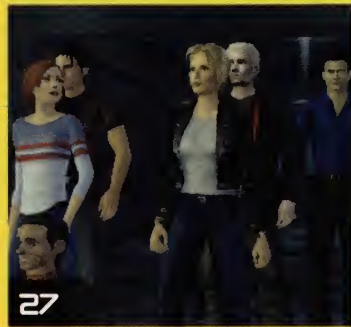
ONIMUSHA 3 - Capcom

Gone are the pre-rendered backgrounds from the last two *Onimusha* games, the third, and final, part of the *Onimusha* trilogy is all about fast-paced action in fully 3D backgrounds. A time portal also allows the action to take place in both 1582 Japan and 2004 Paris. All this and the inclusion of French action star Jean Reno – too cool!



LEGACY OF KAIN: DEFIANCE - Eidos

We couldn't see any radically new gameplay during our brief play-test but the graphics have improved out of sight. The Kain model is popping with polygons and his glowing sword was too cool. Massive gothic castles and cathedrals dominated the backgrounds, showing off complicated lighting effects during lightning storms.



BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS - Vivendi Universal

No longer an Xbox exclusive, Buffy is ready for plenty of slaying action on PS2. The super sharp graphics and 'punch, punch, stake through the heart gameplay' has been improved with new attacks and the ability to control new characters like Willow and Xander, each with their own set of moves.



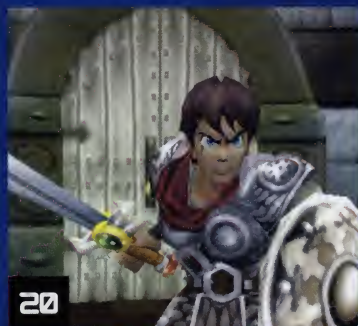
COLIN MCRAE RALLY 04 - Codemasters

After a lengthy pause between the *Colin 2* and *Colin 3*, Codemasters has wasted no time pumping out the fourth instalment. It was only a little over six months ago when the last game touched down but the car models are already looking noticeable more detailed and the car control is now hyper realistic.



SSX 3 - Electronic Arts

Like *Tony Hawk*, the *SSX* franchise has thrown out all of the previous graphics and gameplay engines to create a fresh start. What EA has come up with is a much more free-flowing snowboarding game that puts you at the top of absolutely mammoth mountains and let's you design your own runs down it – it goes without saying that the graphics are top-notch.



MAXIMO VS. ARMY OF ZIN - Capcom

Maximo, the unofficial update of Capcom's *Ghosts 'n' Goblins* series, was a sleeper hit in 2002 and the sequel has upped the ante nicely. The enemies are bigger and the environments are more detailed, but it's the battle system that has seen the most improvements. As well as a lengthy list of sword swings and lunges, Maximo can now call on the power of the Grim Reaper.



FREEDOM: SOLDIERS OF LIBERTY - Electronic Arts

A third-person shooter set in a run-down New York city, *Freedom* puts players in control of a squad of soldiers, allowing you to issue orders easily to individuals or the entire team. Navigating through complex environments, you will be able to use weapons like machine guns, grenades and Molotov cocktails to take enemies down.



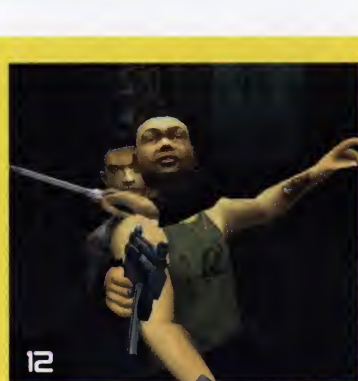
NEED FOR SPEED: UNDERGROUND - Electronic Arts

Need for Speed's latest entry looks a lot like *Midnight Club* with a serious facelift. The game features the same 'street racing for pink slips' *Fast and the Furious*-style gameplay, combined with online play and some of the best PS2 graphics yet seen.



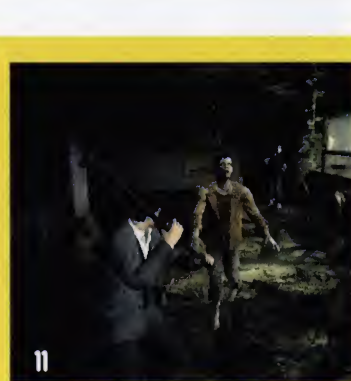
MISSION IMPOSSIBLE: OPERATION SURMA - Atari

Like the recent *Bond* games, this spy sim takes the famous movie characters and puts them into an all-new story. The developers were remaining tight-lipped about many of the details but we did see a highly realistic looking Ethan sneaking about a high security military compound, using the sort of cool stealthy moves that would put Sam Fisher to shame.



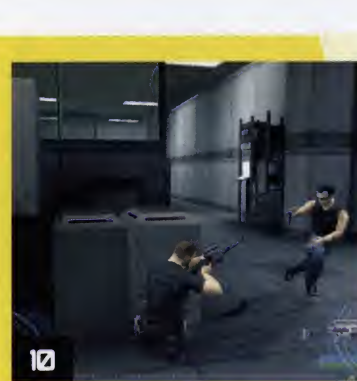
TRUE CRIME: STREETS OF L.A. - Activision

The fully playable demos of *True Crime* were putting a lot of smiles on faces at the show. While it may not match the humour of the *GTA* games, the driving, shooting and hand-to-hand combat elements have all been upgraded impressively. If Activision can bring all the elements together seamlessly then we could have another must-buy on the shelves.



RESIDENT EVIL OUTBREAK - Capcom

The *Resident Evil* series has made the move to online play very smoothly. Four players join together to form a team of zombie-slayers, choosing from eight unique hero characters. The unique twist is that because of the online play, there is no going back to save points when you die. Once your character gets chomped on by a zombie, you die and become a zombie player.



SYPHON FILTER: THE OMEGA STRAIN - Sony

With a production cycle almost as lengthy as *The Getaway*, the *Syphon Filter* boys are finally ready to show off their new shooter – and it's a doozy! Obscene amounts of weaponry, new moves and the ability to use disguises, are all wrapped up in gob-smacking graphics. Even better, the game can be played co-operatively by up to four players online – yeah baby!



JAMES BOND 007: EVERYTHING OR NOTHING - Electronic Arts

EA has abandoned the first-person perspective of the previous Bond games to embrace a third-person view that allows Bond to move between shooting, vehicles and action scenes very smoothly. One impressive scene showed Bond abseiling down an exploding building, shooting henchmen all the way down.



FINAL FANTASY X-2 - Square

Rather than being a fully-fledged sequel to FFX, FFX-2 is a side chapter in the *Final Fantasy* universe, using the basic gameplay seen in FFX. The game stars Yuna, and fellow questers Rikku and Paine, in a more light-hearted adventure than previous games.



MTX: MOTOTRAX FEATURING TRAVIS PASTRANA - Activision

Created by the same team responsible for one of *OPS2*'s favourite racers (*ATV Offroad*) MTX features both stadium and cross-country motocross racing with all of the most famous racers. With tight controls, a smooth frame-rate and the 'all important' jump pre-loading feature in place this is looking mighty fine.



SOCOM II: U.S. NAVY SEALS - Sony

Proving they're some of the busiest programmers out there, the team behind *SOCOM* unveiled a playable demo of the sequel before the original has even been released on locally. New features include more voice commands, better team mate AI, more multiplayer games and improved online community support.



RATCHET 2: GOING COMMANDO - Sony

After creating a super slick platforming experience the first time around with *Ratchet & Clank*, Insomniac went back to the drawing boards to create a much edgier and tougher game this time around with *Going Commando*. Ratchet and Clank will separate a lot more in the new game and a whopping 18 new games will join five of the original.



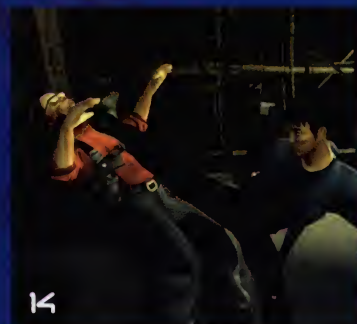
SPIDER-MAN 2 - Activision

Activision's web-slinging team has been working overtime on this *Spider-Man* sequel, based loosely on the upcoming *Spider-Man 2* movie. Even though it's almost a year away from release, the game already shows off the new ability to walk around city streets fighting thugs and an acrobatic range of new moves that mimic the way *Spider-Man* moves in the movies much more accurately.



TOMB RAIDER: ANGEL OF DARKNESS - Eidos

The radically enhanced graphics engine was the most notable improvement in Lara's new adventure. The E3 demo showed off Lara's assets nicely as players tackled a bunch of terrorists busting into a museum and trying to gas out the athletic tomb raider. Lara also handles weapons like machine guns a lot more effectively in the sequel.



RISE TO HONOR - Sony

Martial arts superstar Jet Li helped bring this game to life, by providing both his likeness and voice, along with more than 1,000 different motion captured moves. The game offers a mixture of Kung Fu fighting beat 'em up action and shooting scenes. The left analogue stick moves Jet about, while the right stick is used to pull off impressive attacks in any direction you press it.



XIII - Ubi Soft

When we first heard about a cel-shaded FPS with vintage style comic book sound effects like "kapow!" flashing across the screen, we were a little sceptical. A brief play was all that was needed to make us believers. The cartoon-style graphics give the game a highly original look, the control itself is slick and the ability to pick up almost any item and smack your enemies over the head with it is very welcome.



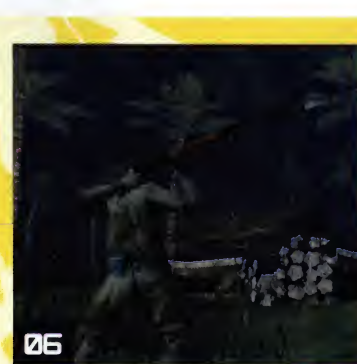
JAK II: RENEGADE - Sony

Like *Ratchet 2*, *Jak II* is a darker, edgier game with more attitude, but thanks to its longer development cycle, *Jak II* boasts better graphical effects, more vibrant backgrounds and spectacular vehicle driving sequences through futuristic cities. Jak also packs serious weaponry like plasma shotguns and laser-guided machine guns.



SOUL CALIBUR II - Namco

This game just looks better and better. With impossibly detailed characters, lush backgrounds, massive move lists and airtight controls, *Soul Calibur 2* is going to slice and dice *Tekken 4*. New characters include Todd McFarlane's Necrid and *Tekken*'s own Heihachi. The single player game has also been extended and improved to include a much longer quest mode.



MEDAL OF HONOR: RISING SUN - Electronic Arts

Starting off inside a sinking battleships, players must make their way out while trying not to be too distracted by the ridiculously detailed graphics. Once outside players are greeted by hundreds of fighter planes bombing the crap out of everything in sight. The atmosphere in this WWII shooter was so thick you could cut it with a bayonet.

STARCRRAFT: GHOST - Vivendi Universal

The Ghost in question is a tough-as-nails elite unit designed to go in alone and destroy enemy installations. The Ghost's agility is the most impressive part of the gameplay. She's capable of every Matrix-style acrobatic move in the book, plus she can wield a sniper gun with scary precision. Our favourite move was when she was climbing a ladder, then flipped backwards, hanging upside-down off the ladder by her legs while she targeted an enemy below with her gun. Oh, and she's even sexier than Lara Croft too – you heard it here first!



05

METAL GEAR SOLID 3: SNAKE EATER - Konami

Love or loath his lengthy storytelling style, old man Kojima sure knows how to make one hell of an amazing action game, and he was back to prove it this year with the pant-soilingly incredible *MGS3* trailer. Although it wasn't in playable form, *MGS3* takes place in a new jungle setting that sees Snake climbing trees, hanging from branches with one arm while he shoots patrolling guards below, having shootouts in rivers from behind the cover of boulders (complete with blood from bullet wounds that runs downstream) and generally just being a bad-ass jungle Rambo.



03



04

PRINCE OF PERSIA: THE SANDS OF TIME - Ubi Soft

What do you get when you resurrect a classic platforming franchise, mix in all of the best bits from *Devil May Cry*, *The Matrix*, *Soul Reaver* and *Blinx: The Time Sweeper*? You get one of the best looking PS2 games we've ever seen, that's what. Run up walls, flip behind enemies, engage in cool sword fights, perform insane finishing moves, kill undead sand monsters and rewind time when you get in a bind. We saw all of this and more performed with ease within a couple of minutes – we want this baby now!

TONY HAWK UNDERGROUND - Activision

The amount of new features Neversoft has packed into this year's *Tony Hawk* has raised the bar for sequels out of sight. The ability to get off your skateboard, then run and jump into new combos, or even climb up buildings and start runs along powerlines is too cool. 'If you can see it you can skate on it' is the thinking behind *Underground*. Other new features include a massive pro skater career mode incorporating a character you create (complete with a photo of your own face mapped onto the character), the ability to make your own tricks and trade them online and a comprehensive park building mode. This game is bigger than Ben Hur!



02



01

GRAN TURISMO 4 - Sony

The king of driving simulations has rolled back onto the track with a list of new features that dwarfs its sequels. More than 500 cars now crowd the *Gran Turismo* garage, featuring everything from state-of-the-art sports cars to vintage classics. There are now many more rally and real-life tracks. Perhaps most surprisingly, the exhaustive car and track detail has been taken to such a level that using one of GT4's cars on one of the real-world tracks in the game will yield lap times within a single second of their real-life records for the same car and track. The graphics are also so photo-realistic that you can even make out real-time reflections of the opponent car next to you. Online play is also confirmed. *GT* still rules the road!

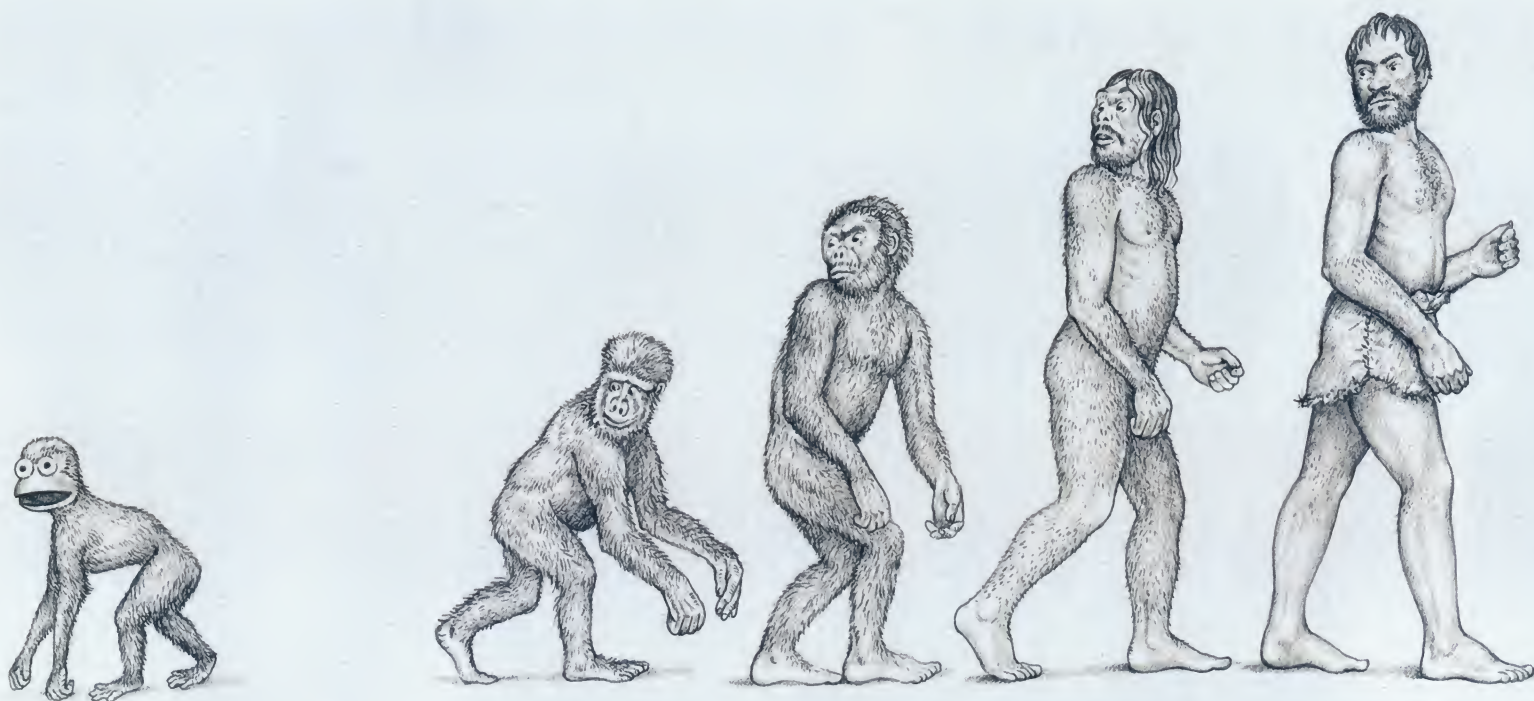


Fig 9. Evolution or Revolution.



Darwin may not approve but it's your job to stop the monkey mayhem as Ape Escape 2 debuts on PS2. An arsenal of weapons and gizmos should help you avoid all the banana skins on the twenty different levels. Ooh, ooh, go get 'em.

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PlayStation 2



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REVIEWS

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REVIEW CHARTER

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game industry's most revered publications, both here and overseas. What's more, our writers have plenty of 'heritage' in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

GOLD
PlayStation 2

The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is MGS2. Too right!

SILVER
PlayStation 2

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

BRONZE
PlayStation 2

The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

DVD / MUSIC / MEDIA
media

DVD RELEASES.....078

I Spy / Fargo / Die Another Day / A Fish Called Wanda / Red Dragon



SOCOM: US NAVY SEALS...056

OPS2 takes a tour of duty with this intense squad-based shooter!

THE HULK.....060

OPS2 gets the country's first review of this humungous green monster!

ENTER THE MATRIX.....062

Make sense of the confusing movie by playing this cool game.

RYGAR.....067

A great new adventure game for action fans.

RESIDENT EVIL: DEAD AIM.....068

DANCING STAGE MEGAMIX.....070

SPEED KINGS.....072

SYBERIA.....073

WHIRL TOUR.....074

075 CLOCK TOUR 3
076 ACE LIGHTNING
076 DOWNTOWN RUN



It takes a little more to make a



SOCCOM: U.S. NAVY SEALS

**WILL SONY'S TACTICAL SHOOTER KICK OFF
A NEW ERA OF ONLINE CONSOLE GAMING?**

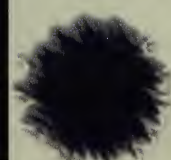


SR-25 SD
20/20
5 MAGS

23.2M

GUNS, GUNS, GUNS!!!

It shouldn't be much of a surprise to find that *SOCOM* has a pretty heavy-duty arsenal of weaponry on offer. Pistols, machine guns, assault rifles, sniper rifles, grenades and other explosives are available in multiple varieties, from simple 9mm pistols, to P90 machine guns, to the always welcome satchel charge. There's also a few gadgets such as the laser designator which can be used to illuminate your target.



PUBLISHER: SONY
DEVELOPER: ZIPPER
INTERACTIVE
PRICE: \$99.95 OR \$129.95
WITH HEADSET
PLAYERS: 1-16
OUT: JUNE
WEBSITE:
WWW.PLAYSTATION.COM.AU
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: HEADSET

BACK STORY

Navy SEALs was a film made in 1990 starring Charlie Sheen and Michael Biehn. Fortunately *SOCOM: U.S. Navy SEALs* has absolutely nothing to do with that train wreck, and has sold over one million copies in the US since its release there in August 2002. It has proved itself to be the must-have title for PS2 Online.



To be honest here, we couldn't help feeling a little silly sitting in the office with our *SOCOM* headset on, barking orders at our virtual squad of hard-nosed special forces. To anyone passing by, it must have sounded like we were sitting talking to ourselves in a slightly deranged manner. Surely if you were in an office building and you heard someone shouting from another room "Bravo team! Defuse the bomb!" you'd be a little on the panicky side.

Within five minutes though, we were past caring what people thought. We were already immersed in a skilfully crafted world of counter-terrorism and warfare, spirited away to the jungles of Thailand and wind-swept oirrigs, at the helm of an elite unit of highly trained military specialists. *Ghost Recon*? Here's your marching orders boy, there's a new kid on the parade ground. Ten-hut!

While *SOCOM* is the first online title to appear from Sony, it's worth noting that the single-player game merits a purchase in its own right – something vitally important for those people – and lets face it, there's a lot of us – not yet hooked up to broadband. Set in the near future, you're the leader of a four-man Navy SEAL unit, an elite bunch of badasses who are sent in to deal with the scum that no one else can handle.

ARMCHAIR COMMANDER

The action is split into 12 levels, covering such locales as the jungles of Thailand, the deepest, darkest Congo, the freezing wastes of Alaska and

the sun-parched wilderness of Turkmenistan. In each, you'll face highly trained opposition, each with their own political agenda and doggedly determined to rub out anyone who gets in their way. The levels are well designed, with plenty of scope for differing approaches. Do you attack head-on or split your team and flank the enemy from both sides? It's entirely your choice. You're given a set number of primary objectives, which must be achieved to progress, but you're also given a list of secondary goals, which offer a sterner challenge. You may be asked to breach a particular door, for example, destroy a cache of weapons, or pinpoint look-outs on the approach to an area. All in all, there's a wide variety – keeping things interesting.

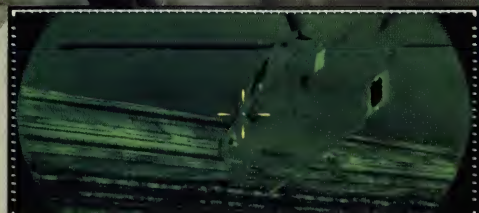
SOCOM provides a few different game types for online team play, based on models familiar to anyone who has played *Counter-Strike* and the like on PC. Team deathmatch is known as 'Suppression'. Mix single-flag Capture the Flag with *Counter Strike*-style bomb-planting and you get 'Demolition'; there's a lone bomb in the middle of the map, which either team can use to blow up the other's base and win. 'Hostage Rescue' involves, well, rescuing a hostage.

The thing that makes teamplay a bit more interesting than the single-player game is that when you are killed, it's usually for a good reason. The realistic damage system and relatively imprecise controls mean that more often than not victory goes to the player who gets the drop on another, not the one who's quickest on the draw. Sneaking around stealthily, using team-mates to implement



SR-25
20/20
MAGS

11
05:26



SR-25 SD
13/20
3 MAGS

20.9M



TALKING THE TALK

Obviously one of the most unique features of *SOCOM* is the voice recognition. There are a number of commands at your disposal; ranging from common tasks such as "Open door", to broader orders such as "Cover area", causing your team-mates to give you covering fire. Of course, without the headset you can still issue commands via your controller.

It takes a little more to make a



→ diversionary tactics, and shooting the bad guys in the back are the order of the day.

The available game types provide a reasonable amount of variety. Demolition being an especially clever design, but it would have been nice to see some more complex missions, more along the lines of the single-player game. Suppression gets old fast, and even the other two wear a bit thin after a while.

LOOKS REAL, SOUNDS REAL

SOCOM is by no means outstanding in terms of visuals, but thankfully, the game excels at creating an atmosphere that's so engrossing, the visuals take a back seat. Take the game's fifth level, where you're required to infiltrate a ruined temple complex in Thailand and rescue a kidnapped US Ambassador and his wife. Crouched behind a rocky outcrop in the drop zone, you order your men to hold fire and stealthily crawl on your belly through the long grass, listening intently to the conversations of the patrolling guards to gather vital intelligence. It's gripping stuff, lying there with sporadic bursts of chatter from HQ and your squad coming loud

and clear through your earpiece, listening closely to the guards and praying that you're not discovered. Stealth's often your most powerful ally. The element of surprise vital in gaining the upper hand.

Special effects for weather and the like are a little hit-and-miss. The rain isn't anything to scream about, but snow in places like Alaska looks a fair bit nicer, especially since it's complemented by tracks and trails of blood in the powder. There's also some sporadic use of volumetric lighting, which can be found in the interior of ships and a few other places, adding a strong atmospheric touch.

Considering your job consists largely of killing enemy guards and soldiers, it's a good thing that the developers have designed some pretty cool death animations. There's a wide selection of smooth, realistic ways for the bad guys to die, as well detailed wounding animations. An enemy might take a bullet in a non-vital body part like their arm, collapse to the ground while reacting to it, then stagger back to their feet. Meanwhile, your fellow SEALs have several unique animations for fiddling about with their inventory, reloading weapons,

and giving hand signals to team-mates.

With any game that attempts to be as realistic as possible, the quality of the sound effects is a very important element in presenting a decent atmosphere. SOCOM features a solid combination of voice acting, environmental sounds, and more active effects. The gunfire effects show particular attention to detail. The silenced weapons sound particularly authentic; presented in a lighter, more realistic fashion so that you can hear the sound of the bolt cycling in between a brief bit of noise from the muzzle and the subsequent ricochet effect.

The voices from both your team members and the enemies are an extremely important and well-implemented part of the game's presentation. The mission objectives are presented in a calm voice, the satisfyingly gung-ho responses of your fireteam are nicely varied and the several different tongues spoken by the terrorists are extremely convincing. The foreign languages don't just add to the realism purely with their inclusion; in certain missions they are an important gameplay element. For example, one of your objectives

BITE YOUR LIP, SLASH THEIR THROAT

Of course you can't always be ordering your troops around, sometimes you've just got to shut your mouth and get stealthy. You can get stealth kills via a silenced pistol shot to the head or a quick slice at the jugular with your combat knife. You can even smash unsuspecting enemies in the head with the butt of your rifle to put them to sleep unawares.





might be to overhear a conversation in Russian; if the only Russian speaking member of your team dies then you won't have anyone to translate and thus won't be able to complete the mission.

SHOOTING WITH A SLIGHTLY CROOKED SIGHT

Unfortunately the game's not without its problems. For starters, the AI of computer-controlled characters can be annoyingly unpredictable. Sometimes enemies will see you from miles away, even when you're lying prone in long grass or up to your helmet in filthy ditch-water; at other times, they won't even eyeball you when you walk straight up to them and whack 'em round the head with the butt of your rifle. The same goes for your squad – you're never quite sure whether they'll expertly pick off targets from 200 paces or blunder blindly into enemy crossfire like the brainless lines of assembly code they really are.

Likewise, while the voice recognition is one of the game's most engaging features, it's not perfect. It's generally a smooth and thrillingly novel way to play but, frustratingly, there are times when your men just get

confused for no logical reason. You'll want to turn your guns on them when they start bleating "I don't understand sir" right in the middle of a firefight.

Luckily, though, there is an ace lurking up the sleeve of SOCOM's flak jacket – online play. The game offers network gaming for up to 16 players in a spec-ops vs terrorists face-off, with a variety of objectives, such as rescuing hostages, defusing explosives or all-out assault. As with the single-player game, the designers have opted for a 'realism' approach, whereby a single shot to the head can kill you, and depending on your viewpoint, of course, this is either a good or a bad thing.

It's entirely possible to be shot in the first ten seconds of play, and then sit out the rest of the game while the other players fight it out. If you're expecting the frantic respawning of *TimeSplitters 2*, you'll be sorely disappointed. *OPS2* reckons that despite hours spent just sitting and waiting, the gritty realism and tense thrills this sense of danger creates more than make up for any boredom.

To be honest though, it's the use of the headset that makes SOCOM so engrossing to play, and makes

it unique among PS2 games. There's something very cool about being able to actually speak to your team, or to talk directly to other players over the Internet. It may not be perfect, but this is a very promising beginning for PS2 online gaming, and a fine game in its own right. Get ready to be very excited about PS2 online! ■ **Tristan Ogilvie**

SOCOM: U.S. NAVY SEALs

Why we'd buy it:

- Atmospheric tactical military action
- We love using the headset peripheral
- Online gaming for 16 players
- You can tell your PS2 what to do!

Why we'd leave it:

- We feel stupid talking to ourselves
- We yearn for the fast-paced thrills of *TimeSplitters 2*
- AI is occasionally sloppy
- Standing up with headset still on = whiplash!

Graphics	Solid, but could be better.	07
Sound	Atmospheric sound effects and rousing soundtrack.	08
Gameplay	Innovative and engrossing, but sadly, flawed.	08
Life span	With online play, almost limitless.	09

Engrossing tactical action, with excellent online play, but if you haven't got broadband you won't fully appreciate it.

08

OFFICIAL VERDICT



PUBLISHER: VIVENDI
DEVELOPER: RADICAL
ENTERTAINMENT
PRICE: \$99.95
PLAYERS: 1
OUT: JUNE
WEBSITE:
WWW.HULKGAMES.COM
60HZ MODE: NO
SURROUND SOUND: NO
WIDESCREEN: NO
PERIPHERALS: NO

■ BACK STORY

The Incredible Hulk comic book was created in 1962 by Stan Lee and Jack Kirby. After a series of name changes including *The Raging Hulk*, it reached its 474th and final issue in 1999. It was only a brief break though, as the comic was resurrected as simply *The Hulk*, before being renamed *The Incredible Hulk* again in 2000 to please the fans.



THE HULK

OPS2 wonders why the shirt rips off but the pants always seem to stretch?



In the world of superheroes, it seems that no one is given a rawer deal than The Hulk. Batman is rich, lives in a mansion and drives a really cool car. Superman can not only fly and stop bullets, but he's also able to x-ray-vision his way to naked babes, twenty-four hours a day, seven days a week. Meanwhile poor old Mr. The Hulk, or 'The' as he's known to his friends, just gets left with an embarrassing green complexion, a tendency to grunt a lot and a long list of outstanding bills at the local tailor. Is it any wonder he's so darn angry?

In any case it certainly seems that smashing stuff in a ridiculously mindless fashion is his business, and in his new videogame outing, business is good.

The game comes on the rather bulging heels of the new blockbuster feature film, starring our own Eric Bana as the Mr. Hyde to The Hulk's Dr. Jekyll, scientist Bruce Banner. Continuing on after the events of the film, the game meshes together two distinct gameplay types; the destructive smash em' up when you're controlling The Hulkster and the more cerebral stealth mode when you're in the role of Bruce Banner.

YOU'LL LOVE HIM WHEN HE'S ANGRY

Unsurprisingly, it's the non-stop recklessness found in The Hulk levels that will slap a maniacal grin on your face and an unquenchable thirst for carnage in your soul. Humans, mutants and a swathe of inanimate objects all line up to be smashed, bashed and trashed

by the not-so-jolly green giant, in a number of varied, yet always, satisfying ways. A well constructed physics engine means that environments fragment and shatter in a different manner depending on the real world effects of mass, weight and gravity. So you can pick up a wooden crate, hurl it into a door and watch it splinter and ricochet, or smash a pipe into the pavement, send cracks rippling through the concrete and stomp off with a newly misshapen pipe.

Virtually anything that comes across your path can be picked up and used as a tool of destruction. Barrels, wooden beams, cars, other people and more can all be used as weapons to combat the enemy or as makeshift battering rams to smash your way through locked doors.

Of course, the environments aren't the only things at the mercy of the big fella, there's also a healthy cast of adversaries for The Hulk to contend with; from slow-witted military troops, to mutated 'gamma dogs', to resolute robots. These robots are the elite fighting force ruled by The Leader, the game's super villain. Other bosses on hand include the lunatic Half-Life, the decidedly not-nice Madman and of course The Hulk's mentor and nemesis, Ravage.

Enemies can be dealt with in a number of ways, 25 to be precise. You'll start out with simple punch combos, but soon enough you'll be deafening foes with mighty Sonic Claps and crushing skulls with brutal Gamma Slams. A particular favourite move of OPS2 is the one where *The Hulk* raises an enemy in the air above him

and then repeatedly smashes the top of his head into their mid section before tossing them aside like a Hulk-sized Kleenex.

Whenever you are holding something, whether it's an object or an enemy, you can target other objects or enemies with the **LB** button and use the **RT** button to hurl your makeshift projectile into your mark. You'll be surprised how easily it is to slip into the habit of opening doors with some arbitrary henchman's head.

YOU'RE NOT THE BOSS OF ME

Boss battles are a bit of a mixed bag in *The Hulk*. Fighting Half-Life requires you to cunningly utilise the environment around you to assault him, as his radioactive form is too damaging to touch. On the other hand, fighting Madman requires you to bash him repeatedly and hope that you don't get shot in the back by one of his bazooka toting henchmen; not much thought required.



■ **GRANDPA HULK** Beating up on senior citizens is always fun

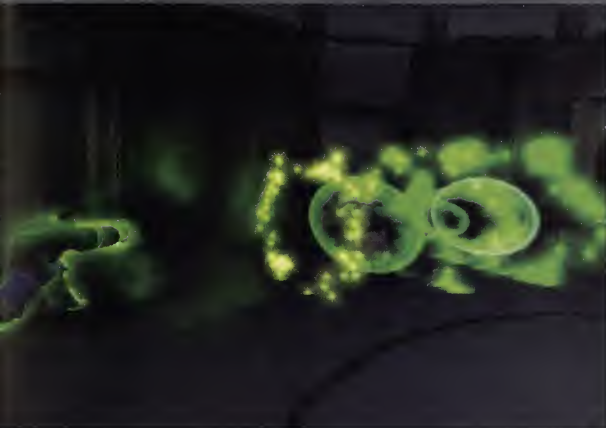


■ **HULK SMASH...** Or toss green fireballs about??



ANGER MANAGEMENT

Pulling off combos or picking up red 'anger orbs' that litter the levels will add to The Hulk's rage meter. When this meter is full you go into a rage and your attacks become much more powerful. A full rage meter also allows you to pull off a number of special attacks that can potentially wipe out a full screen of enemies.



feeding the bad guys their own body parts through their nostrils, right? Wrong. Transforming into The Hulk means game over for Banner, due to a convenient explanation announced at the beginning of the level such as 'some random hostage will be executed if they find out The Hulk is on the premises'. And don't think you can use your meagre punch attack to turn the tables on the guards, they seem to be a tad more relentless than those found in *MGS2* and Banner can only cop a few hits before he mutates.

Thankfully the stealth experience is a relatively minor aspect of the game, and there is only a handful of Banner levels compared to the 20-something Hulk levels. It's a shame that they were included at all, as you just end up rushing through them to get back to smashing stuff, which pretty much defeats the purpose of the developer's attempt at shrewd, puzzle based gameplay.

NOT A SENSITIVE GUY

The Hulk is obviously not a fan of sensitivity. And neither are we; context sensitivity, that is. Sadly, the developers have slapped a liberal dose of context sensitive gameplay elements into the strange beast of a game that is *The Hulk*. Consequently, the experience as a whole feels

somewhat restrictive and linear. See that thick steel door? Go ahead and smash through it with a pipe to enter the next area. But what ever you do, don't try and bust through the brittle brick wall surrounding the door, as it seems to be completely impermeable to anything barring a nuclear blast!

Similarly, the 25 attacking moves promised by the developers are also relative to specific enemies; for example you can grab gamma dogs by the collar and ram your knee into their jaws, but you can't use the same move on a human.

Likewise in the Banner levels; you can push some crates to reveal doors, but other seemingly identical crates just won't budge. At least the game lets you know just what objects you can use with flashing green arrows.

More often than not you will be taking on an army of assorted soldiers, stationary gun turrets and mutant gamma freaks all at once. Although you can use each individual enemy as a weapon against the others, *OPS2* would have preferred it if The Hulk could grab multiple enemies at the one time; like perhaps seizing two enemy soldiers and clunking their skulls together.

METAL GEAR TEPID

So The Hulk levels are pretty damn good. But the thing that is going to make you angry enough to bust a seam in your trousers is the inclusion of the Bruce Banner stealth levels. It's not that they are poorly designed or implemented, it's just that after smashing your way through a couple of levels with reckless abandon it just seems a little off-kilter to be timidly sneaking around the backs of guards and pulling switches to open doors.

As Bruce you are given only a handful of moves; a punch attack, a duck/roll move for sneaking, and a grab move to either wrestle enemies into submission or to push/pull crates in order to reveal hidden doors. Your main course of action in the Banner levels is to evade patrolling guards, tip-toe past sleeping gamma dogs and zigzag your way between alarms.

But so what if you get caught, right? I mean, you can just get angry, turn into The Hulk and start



■ **MASTERMIND** The Master is one of the cooler baddies in The Hulk universe

Garish green arrows aside, the graphics of *The Hulk* are quite reasonable. All of the characters and locations are rendered in a semi cell-shaded style, making it look like a cartoon without the harsh black outlines. The Bruce Banner of the game bears a good likeness to Mr. Bana, and The Hulk lumbers around accurately; often leaving a trail of crumbled pavement as footprints.

The style of the music contrasts accordingly with the manner of each level; stealth levels have a suitably ambient score, whereas the beat em' up levels offer up a faster paced throbbing techno tune. The music is definitely nondescript; play *Vice City* or *Enter The Matrix* and you'll find memorable soundtracks, play *The Hulk* and you'll instantly forget the music as soon as you turn the PS2 off. *OPS2* suggests that something more likely to incite a violent rage should have been included on the soundtrack, such as anything by Russian pop nymphs T.A.T.U. perhaps.

So is Vivendi's new brawler a worthy representation of the Shrek-on-steroids, Hulkster? Is it even a little bit 'hulk-errific'? Well, as movie tie-ins go it's only slightly over par. The less said about the stealth levels the better; and though the beat em' up action is quite fun it does become very repetitive later on.

If you're after a cohesive blend of over-the-top violence and crafty bit of stealth, grab yourself a copy of *The Mark of Kri*. If, on the other hand, you're after some mindless, albeit short-lived, fun, then maybe *The Hulk* is for you. □ **Tristan Ogilvie**

THE HULK

Why we'd buy it:

- It's a good stress reliever
- Now we can break stuff without getting sued!
- We like how the story continues on from the movie
- The Hulk smashes the competition!

Graphics

Mmm...cartoony. Nice animation too

08

Sound

Average music but decent smashing sounds

07

Gameplay

The Hulk is PS2 gaming on steroids!

08

Life span

Play it through once and then smash it to bits

07

Not a smash-hit; but not damaged goods either. An enjoyable beat em' up; shame about those stealth sections though.

07

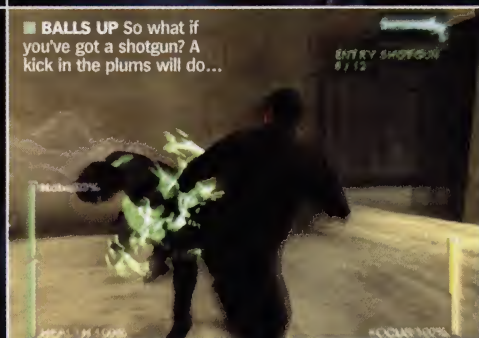
OFFICIAL VERDICT

REVIEW

ENTER THE MATRIX



■ **KICKIN' OFF** Multiple enemies pose no problem for Niobe. Have some!



■ **BALLS UP** So what if you've got a shotgun? A kick in the plums will do...





ENTER THE MATRIX

It's time to jack back in to a world that cannot be described...

PUBLISHER: ATARI
DEVELOPER: SHINY ENTERTAINMENT
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEB SITE: WWW.ENTERTHEMATRIXGAME.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO

■ BACK STORY ■

On paper, *Enter The Matrix* is the ultimate movie licence tie-in. A sizeable chunk of the game's reported \$20 million budget was spent filming an hour of original footage with the cast of *Reloaded* and *Revolutions*. The end result is a game written and directed by the Wachowskis whose plot weaves in and out of the movie universe.



The Matrix, for those just waking up from a 'TravaCalm' induced coma, is the 1999 sci-fi action blockbuster that proved to a jaded generation that big budget did not necessarily mean small brained. It was a

movie seemingly custom designed for an audience of gamers, comic book geeks and cyber piglets, telling a grim tale of humans existing in an artificial reality, blissfully unaware that evil machines are using them like fleshy Duracells to power their dark machinations.

In the four years since we all took the red pill and saw "reality" for the first time, *The Matrix* has become much more than just a cool movie to stick on the DVD player. Thanks to the canny efforts of directors the Wachowski Brothers, *The Matrix* has become a veritable universe. From the excellent *Animatrix* films; a series of nine animated shorts that expand the scope of the first movie, to the much anticipated sequels, *Matrix Reloaded* and *Revolutions*, this is a universe that most of us are more than willing to lose ourselves in.

That brings us to *Enter The Matrix*. Just what is it? A game? A movie? Yet another part of the increasingly bizarre *Matrix* mythos? The answer to these questions is a predictably cryptic "yes and no"; for, as with all things *Matrix*, the truth is murky. Crystal clear, however,

is what *Enter The Matrix* is not: it is not yet another dodgy film tie-in that bears little relation to the licence it supposedly represents.

For a start the game was actually written and directed by the Wachowski brothers themselves. The events in the game do not mimic those from *The Matrix Reloaded* but rather occur parallel to the action, characters and scenarios linking, adding to and sometimes colliding with what happens in the eagerly anticipated film. In fact, so serious were the Wachowskis about keeping their *Matrix*verse pure, they actually shot an hour of footage during the making of *Reloaded* to be exclusively included in *ETM* as cut-scenes and additional material. This helps to explain the title's reported \$20 million budget and the palpable excitement that has followed its development. Such creative control and care is almost unheard of in the gaming industry. It would be like George Lucas overseeing all of his *Star Wars* titles, making sure they were faithful to the source material and not letting them become the crappy cash grabbers they all too often do.

This is all very impressive on a philosophical level, and hopefully will encourage developers to improve the quality of movie tie-ins in the future, but the real questions remain: What is *Enter The Matrix*? Is it any

"STOP TRYING TO HIT ME AND HIT ME!"

Root around *ETM*'s Hacking program and you can find seven two-player beat-'em-up arenas complete with playable characters you won't find anywhere else...



CAR WARS

Head for The Alley level and you'll find two of the game's cars have gone all 'Transformers'. Mirror, signal, scrap!



HOLY TRINITY!

The training dojo as seen in *The Matrix* is recreated specifically so you can get up close and personal with Trinity.



DOMESTIC!

It's not just the leading characters in *ETM* who get to pummel each other. Here we have a janitor and Chinese seamstress.



MORPHEUS IN THE UNDERGROUND

What could be better than this? Charismatic resistance leader Morpheus versus the daddy of the Agents.



LOCK AND LOAD

GUNS, LOTS OF GUNS...

Well, you could hardly make a Matrix game without a buffet of boomsticks now could you?



■ **STOP THE SWAT** Most of your opponents are human, but that doesn't make them pushovers

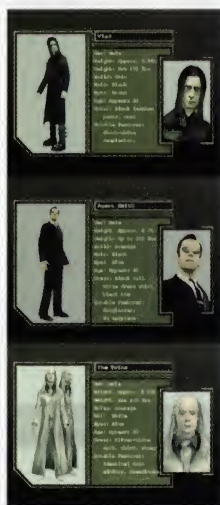
■ **HOT BODIES** You can shoot in the dark while on the move



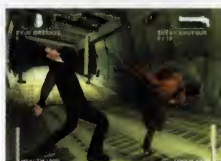
■ **ROAD RAGE** Drive as Niobe and still control Ghost's gun



■ **FIRE AND FORGET** Auto lock can be a very useful tool at times



■ **SICK SQUID** You get to ride shotgun in the Logos as you're pursued by hunter killer 'squiddies' through the sewers



■ **PLANE FLAILING** You can't run from agents when you're 30,000ft up...



■ **EMERGENCY ENTRY** Don't have a boarding pass? A shotgun will suffice in ETM

→ good? And is it worth your hard earned bucks?

ETM is a third-person action game with a story that spans 12 massive levels. You can play the game as one of two characters, Niobe or Ghost, effectively doubling the size of your adventure. Our heroes are crew members of the Logos, a human resistance ship much like the Nebuchadnezzar in *The Matrix*. Niobe is a pilot and Captain (like Morpheus) and Ghost is an assassin (like Trinity). Both playable strands of the game's story share certain identical levels, but there are a number of points where Niobe and Ghost's paths diverge, giving you unique environments, objectives and even bosses. This can be seen most clearly in ETM's generous handful of driving levels. Play as Niobe and you'll take the wheel, but play through as Ghost and you'll be riding shotgun, literally, when the game transforms into an on-rails, FPS, sharp-shooting, automotive blast-fest.

Like the movies, ETM is a frantic, action-packed spectacle. Without giving too many of the plot details away (spoiling moments from both the game and *Reloaded*) the basic premise is this: you receive a transmission from the final flight of the Osiris (hands up if

"Time is always against us"

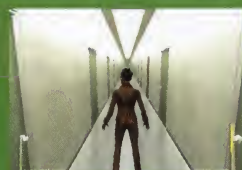
you sat through the terrible *Dreamcatcher* just to watch this excellent Animatrix episode!), detailing an information drop left in the Matrix for you to recover. There is nothing for it but to jack in and search through the bowels of a massive post office complex where the package now resides.

This first environment, like many in the game, is huge and sprawling, so to keep the action pumping you're guided by a helpful on-screen arrow to your next objective. Sounds simple enough but because this is the Matrix you're always surrounded by enemies wherever you go. They're human at first, poor brainwashed souls who have no idea they're fighting on the side of evil, but eventually you'll go toe-to-toe with the virtually indestructible Agents and other enemies that will surprise you, especially the bizarre and tough denizens of the Chateau level... Basically in ETM you'll either be running,

EXTRA TIME

TURN ON, JACK IN, WORK OUT

One of ETM's many hidden goodies is Spark's Training Construct.



Boot up the training construct and you'll find yourself in a Matrix service corridor. Try a door...



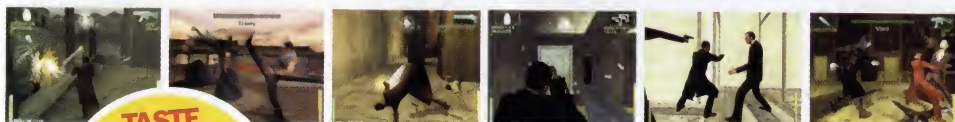
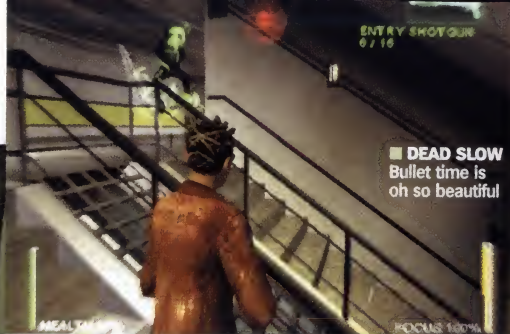
Each room off the corridor has a selection of training missions. This one is human target practice.



The training begins. A trickle of virtual SWAT cops soon becomes a torrent. Keep 'em back!



Done with that? Then how about a fairground style duck shoot with a sniper rifle and virtual people?



TASTE THE MATRIX

Watch the Stephen King film *Dreamcatcher* and you'll see *The Final Flight Of The Osiris*, a CGI prequel (by Square) to *The Animatrix*

■ **AGENTS UNDER FIRE** They won't die!

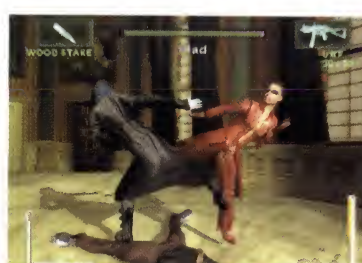


AN HOUR OF ORIGINAL FOOTAGE WAS FILMED SPECIFICALLY TO MAKE THE GAME'S CUT-SCENES

driving, flying the Logos or fighting (mainly the latter). Combat comes in three forms: hand-to-hand, gun assisted and a combination of the two. There are a

"I know Kung-Fu"

whopping 1000 different combat moves available in the game depending on your experience level, whether you play as Niobe or Ghost and on your hacking ability (see *Return of the Hack*). All of these moves have been attractively motion captured and mapped to a surprisingly simple control system. Basically you get a kick button, a punch button and a disarm/defence/stealth kill button. Combine these with the left analogue stick and soon you'll be pulling off visually spectacular and devastatingly effective moves with ease. Any game where you can rabbit punch a SWAT guy, twist his M5 machine gun out of his hands, round-house kick him high into the air and blast him with his own weapon before his lifeless carcass hits the floor all in the first



RETURN OF THE HACK

Expecting a perfunctory bonus menu in ETM? Time to expand your mind

One of the best bits of ETM is the Hacking option. Log on and you're invited to explore a text-based computer system like the ones used by hovercraft operators like Sparks. You're given minimal instructions, but explore and you'll find cheats hidden within the system's drives, data files, FMVs – and that's just the start. Get experienced and you'll be able to make 'drops' of weapons into the main game, download new moves, chat with Trinity and decode messages that the developer will release on the internet over the months to come. Part retro coding; part inspired detective hunt. A brilliant way of extending ETM's life.



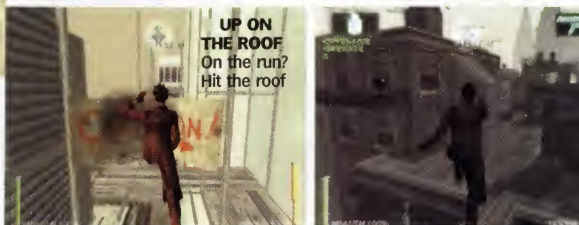
When you start hacking you'll be in the dark. But root around and you'll find a series of drives with tonnes of info and secrets.

Deep into the hacking you'll find an email account. There's an email that contains phone numbers. Dial them up...



You've just had a text chat with Trinity. She's impressed with your progress and gives you info about some new files.

Data files on weapons, people and cars, FMV, cheats and virtual drops into the Matrix are all here. Can you find them?



ten minutes of play is pretty good in our books.

But the combat variety doesn't end there. The bar on the lower right hand side of the screen is called the "Focus Bar". Activating your Focus power puts you

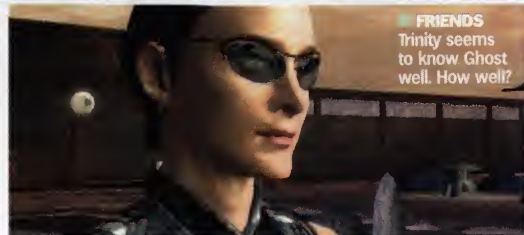
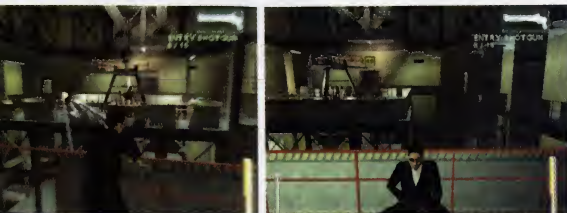
"You have to focus, Trinity"

into what has oft been dubbed "Bullet Time" mode, and that's when you can really pull off the very special moves. Bullets become visible and much easier to dodge, hand-to-hand combat slows down and becomes positively poetic and gunplay transforms into an airborne ballistic ballet. Best of all you can run along walls and cartwheel through the air firing as you go, just like Neo did in the classic lobby scene in *The Matrix*.





BUG ON THE SCREEN
Let them land and they'll start breaking the Logos



FRIENDS
Trinity seems to know Ghost well. How well?



SUPER SPAR In a break from war Ghost gets to fight Trinity



LEVEL BEST The Power Plant levels are beautiful to look at if you have the time



VIEW TO A KILL No shooter would be complete without a sniper rifle

Be warned, though, that your Focus is very limited and although it recharges fairly quickly, it also depletes a lot faster than in Bullet Time clones like *Max Payne* and *BloodRayne*. On the plus side, your health also replenishes in the game's few quiet moments, giving a nice sense of balance to the whole exercise.

Level design and graphics in *ETM* are fairly slick, managing to distract you from the fact the game is, at its core, a very linear experience. The driving missions aside, most of the mission objectives are logical and often very inventive. Any time the Agents appear the tension mounts to almost survival horror levels, because, as you (somewhat disappointingly, perhaps) don't get to play Neo, the only real course of action in that situation is to run... and run some more. Music is also used to great effect with a combination of hard rock, techno and orchestral scores.

Add to all this the interesting Hacking sub-game and cinema-quality cut-scenes and what you're looking at is a highly polished package. And that, ironically, is what keeps *Enter The Matrix* from getting the top scores. As an official, interactive *Matrix* experience *ETM* is one of the best movie tie-ins ever, demonstrating the Wachowskis' mastery over all forms of media. Unfortunately, underneath all the glitz and glamour lies a fairly shallow

action game. There's nothing wrong with that, of course. Some of the best times spent with the old black box are playing shallow action titles, but considering the huge budget *ETM* had, and the masses of resources that have gone into its development, you might expect a more satisfying level of depth.

That said, *ETM* is an enjoyable action title that looks great, is easy to pick up and hooks you in. What's more, for hardcore *Matrix* fans it represents the only way to get the whole story behind *Matrix Reloaded* and *Matrix Revolutions*, and for many of us that's more than enough reason to *Enter The Matrix*. **ANTHONY O'CONNOR**

ENTER THE MATRIX

Why we'd buy it	Why we'd leave it
- It's a very entertaining, cool looking action game	- Ultimately it's a fairly shallow action game
- We love all things <i>Matrix</i>	- Very linear plot despite dual adventures
- It's one of the better movie tie-ins we've seen	- We'd rather take the blue pill
Graphics	Superb models and slick animation 08
Sound	Beautiful orchestral score and sound effects 09
Gameplay	Enjoyable but very simple and repetitive 07
Life span	There's plenty to unlock if you stick with it 07

Despite a painful lack of depth *ETM* is an enjoyable package for anyone after another dose of *Matrix* mayhem.

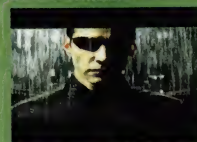
07

OFFICIAL VERDICT

MONEY SHOT

DOWN THE RABBIT HOLE

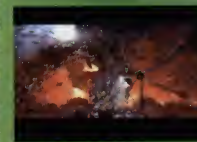
We'd be bastards if we told you everything we've uncovered about the *Matrix* film sequels while playing *ETM* (some sluggish movie goers are still walking around with fingers in their ears trying to avoid hearing any spoilers) but here's a taster of some of the movie's highlights.



Neo in the rain. At the end of *The Matrix* he'd gained almost god-like powers...



But at the end of that very film, Agent Smith had been destroyed. What's up?



Sentinels and other machines we've never seen. The source of the *Matrix*?



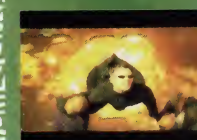
Nobe, Ghost and Morpheus, and if you look closely you'll also see Neo and Trinity.



What's this? It looks like a pristine control room. Could it be Zion?



Seen the trailer with the highway chase? You haven't seen this truck collision...



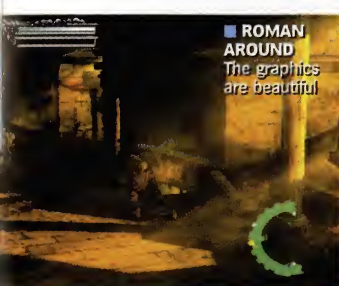
Neo rescues Morpheus and another person from a fiery death, but who is it?

RUN ALONG WALLS AND SPIN BACK TO EARTH, LIKE NEO DID IN THE CLASSIC MATRIX LOBBY SCENE



RYGAR: THE LEGENDARY ADVENTURE

In which the origins of the humble yo-yo are explained



■ ROMAN AROUND
The graphics are beautiful

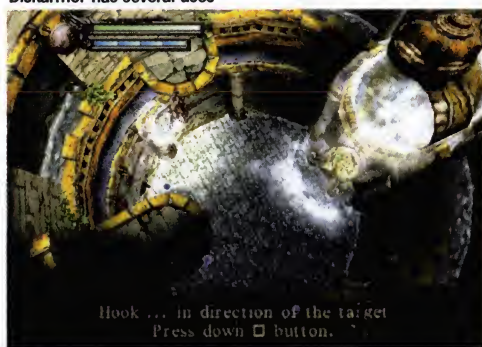


PUBLISHER: ATARI
DEVELOPER: WANADOO
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.RYGARGAME.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

■ BACK STORY

Rygar was one of Tecmo's most important action adventure titles, first in '86 as an arcade game, then on NES in '87. It was different from other videogames of the era because instead of wielding a sword, or a gun, Rygar used a 'Diskarmor' to dispatch his enemies. RPG elements combined with action to make for one of the greatest NES games of the time. This new Rygar game is essentially a fancy remake of the original with a remixed story.

■ COMPACT DISK The Diskarmor has several uses



Hook ... in direction of the target
Press down □ button.

TRICK STYLE

While at first glance it seems that Rygar's arsenal of moves is limited, it's not long before you begin to understand the complexities the system allows for. Here's a taste of what you can achieve with a bit of timing.



BASIC COMBO By combining a series of standard hits the player can achieve spectacular results. Here, enemies – both in front and behind – feel the wrath of the Diskarmor.



SNAP By holding down attack you can latch on to smaller enemies. Once lassoed, rotate the left analogue stick, and spin them around (right around) into an obliging wall.



MAGIC MAYHEM Magic-enhanced attacks rank up the combo chain meter. Allegedly, one staff member at Tecmo managed a chain that went into the 900s. Yeah, right...



According to *Rygar the Legendary Adventure* the yo-yo started life as a versatile piece of killing kit. It was also pretty big. This was a long time ago, clearly. About the same time horses wore horns and called themselves Unicorns, and men dressed in skirts and called themselves heroes.

In them there days your yo-yo was known as a 'Diskarmor' and was capable of much death-bringing in many ways (see Trick Style), all in the name of saving a pretty lady. As the name indicates, Rygar is on an adventure, although whether it is legendary we're not so sure (it's the first time we've heard of it for a start).

On the end of Rygar's homicidal yo-yos – sorry, 'Diskarmors' – are Titans, a group of fallen gods banished to the underworld, who have broken free and kidnapped the beautiful princess Harmonia, who our boy is somewhat keen on. The story might be Greek myth-lite but it provides a solid framework and, more importantly, excellent hero fodder for an adventure such as this.

Superficially the game plays like *Onimusha* meets *Devil May Cry* and has clearly borrowed control and design elements from both of them. Rygar's controls are simple yet balanced, and handled by two basic attacks and a jump button – new combos can be created by linking together different combinations. While you start with a single Diskarmor called Hades, later on in the game, as switch quests and physical puzzles are introduced, you're rewarded with two more sets to bolster an already impressive range of moves. Each set of Diskarmor specialises in short, middle or long range attacks and they can be switched between in an instant with the **△** and **○** buttons.

The beauty of the Diskarmor is soon apparent not only because you can use it to decapitate, bludgeon and magically disappear enemies but because indiscriminate

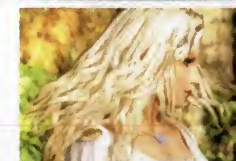


■ SFAIRA SO GOOD
Your combat skills earn you rewards, so fight! Fight, damn you!

Single Attack: 4

4 hits

Gained 10 Build Up points by Sfaira.



swinging brings about all sorts of accidental rewards. Lots of the lovingly created 'ancient' environments are destructible so swinging your mighty yo-yo sees all kinds of debris fall around you, from statues to walls to fallen bits of scenery.

This unabandoned hack 'n' slash feel is tempered by the *Final Fantasy*-style introduction of magic stones in your armour that can be equipped to add strength, defence or enable new special attacks. Smaller enemies drop experience orbs which allow you to level-up to fight the bosses. Despite this RPG element *Rygar* is, at heart, an action game with combat at its core. There's a stunning and eclectic mix of bosses that form the real set pieces in the game. The epic soundtrack (played out by the Moscow Philharmonic) and exquisite graphics provide the perfect backdrop to all the mayhem.

To be certain, this is quality action gaming, providing plenty of mindless thrills, but at around seven hours for the first play through, it ain't no epic. **□** Simon Parkin

RYGAR: THE LEGENDARY ADVENTURE

Why we'd buy it:

- Epic and beautiful landscapes
- Fresh subject matter
- Great combo system
- Solid action

Why we'd leave it:

- Confused and confusing plot
- Legendary adventures can be daunting
- Fight small worms to get to bigger worms gameplay

Graphics	Better than <i>Onimusha</i> and <i>Devil May Cry</i>	06
Sound	Top effects and epic orchestral score	07
Gameplay	Solid, if a little repetitive	06
Life span	Around seven hours first time, plus the extras	07

This would make a fine and worthy addition to any action fan's game collection. Brevity is the only pain

07

OFFICIAL VERDICT



■ ROME SWEET
ROME Rygar regrets letting Changing Rooms into his seat



■ **KEY MASTER** It's still a hunt to track down all the annoying keys.

■ **LIKE A HOLE IN THE HEAD** These guys don't seem to mind though.



RESIDENT EVIL: DEAD AIM

This time only the zombies suck

PUBLISHER: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.CAPCOM.COM/RESIDENTEVIL/

■ BACK STORY

Resident Evil: Survivor arrived in a light gun market that was dominated by Time Crisis. But unfortunately, it didn't end up being a Survivor – its sequel was unable to knock off the Namco top seller.



What can we say about the *Resident Evil* series that hasn't been said before? No one will ever forget the fear they felt while playing the original *Resident Evil*. It was the game that revolutionised the survival horror genre and inspired titles like *Silent Hill*. While many have tried to come close to matching its horror, no one has been able to knock it off as the most horrific game ever. However, these days the *Resident Evil* series has become the Halloween of the video game industry – every so often another title gets pumped out but it usually fails to match the quality of the original. This brings us to *Resident Evil: Dead Aim*.

Dead Aim is the third instalment of the *Resident Evil: Survivor* light gun series that made players groan more than the game's zombies. However, unlike its predecessors, *Dead Aim* adds a third-person component that works alongside the FPS element. Players are able to explore, solve puzzles and collect items in a third-person perspective – much like the original *Resident Evil* titles. Then when a zombie shows up, all the player has to do is hit the L1 button to switch into first person mode and blow the zombie away. As for how the G-Con2 gun comes into play, players can use the Duel Shock controller to explore and then hit L1 to switch to the light gun and bust some caps.

Speaking of blowing away zombies, there are some

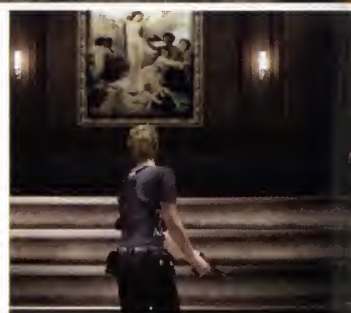
awesome weapons in *Dead Aim*.

Players start off with a regular pistol, which can be fitted with a silencer or upgraded into an assault pistol hammering out three bullets at once. As the game progresses you'll also come across a shotgun and an assault rifle, capable of taking care of a gang of zombies in a matter of seconds. However, it's important to be careful with weapon choices because any loud noise will wake up more zombies. With a limited amount of bullets to use, the smarter option is usually to clear a path and run for the nearest door.

As for why you're killing zombies, you control Bruce McGivern, a special agent who is chasing down a terrorist by the name of Morpheus. In the opening sequence we see McGivern aboard an Umbrella cruise ship with a gun to his head, but eventually the second playable character, Chinese special agent Fongling, comes to the rescue and saves you. The entire game takes place on the Umbrella cruise ship, with you and Fongling switching between different sections of the



■ **LARA BEATER?** Does she have what it takes to out-bounce Lara?



■ **WATCH OUT!** Some of those painting can be pretty nasty.



■ **STAB IN THE DARK** Get on with it buddy.



■ **KISSY KISSY** Doesn't look like safe sex to us.



■ **SUBSTANCE ABUSE** These cops should lay off the T-Virus juice.



TRIGGER HAPPY

The weapons in *Dead Aim* are quite impressive that we here at OPS2 wanted to share them with you:

Pistol: Bruce starts off *Dead Aim* with his trusty pistol. With this weapon, you need to hit the zombie with a headshot because you shoot them anywhere else they'll keep getting up wanting more.

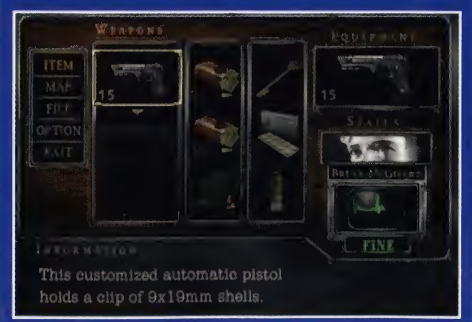
Assault rifle: The first time you get to control Fongling is the first time you get to have a shot with this monster. The assault rifle sprays bullets like beer from the tap and it feels just as good.

Magnum: The magnum is an easy powerful weapon that can get the job done in any situation. Best aim for the head with this one otherwise

you'll waste a few trying to send the zombie back to hell if you shoot them anywhere else.

Grenade launcher: The grenade launcher is fun for all ages but it's once you get your hands on some acid rounds that things start getting interesting. The grenade launcher takes care of a gang of zombies in no time, but you better keep your distance if you don't want to join them.

Particle rifle: The particle rifle is the granddaddy of them all and shoots like a treat. Nothing will get up after a shot from this.



This customized automatic pistol holds a clip of 9x19mm shells.

game to take down the terrorists. The atmosphere of the ship is extremely eerie. It shakes as waves crash against the sides, mist creeps across the decks and floors creek as you step on them. All that's missing is Leonardo DiCaprio screaming "I'm the king of the world".

Unfortunately a few problems prevent *Dead Aim* from really sinking its teeth into you – the most noticeable being its control setup. When you're in third-person mode you can only use the left analogue stick to control the characters. Pushing it to its extreme left or right will cause the camera to rotate, making movement extremely difficult when you're stuck in corners and surrounded by zombies. As for the right analogue stick, it's primarily use is for targeting in the first person mode. Players may find *Dead Aim*'s targeting system awkward as well. When you switch into first-person mode you're feet are glued to the ground and the crosshairs will auto aim on one of the zombies in front of you. Things get complicated when you've got a pistol and five or six zombies stumbling towards you like drunken seniors after happy hour at the local RSL – the auto aim tries to pick one zombie for you to knock off but make up its mind. Luckily it gets easier as you pick up more powerful weapons, allowing you to spray bullets like water from a hose.

The other big letdown is the graphics. While the cut-scenes look fantastic and move the storyline along well,

when it returns to the playable portion of the game the visuals look quite ordinary.

It appears Capcom has tried really hard to deliver everything that was good about the *Resident Evil* series and mix it in with a top notch FPS, but unfortunately *Dead Aim* is still a long way from being as good as its predecessors. While some of the spirit of the series is present, the game is let down by poor controls and disappointing visuals. In the end *Resident Evil: Dead Aim* is a *Resident Evil* title worth a play, but don't count on it blowing you away. □ Paul Frew

RESIDENT EVIL: DEAD AIM

Why we'd buy it:

- Innovative light gun game
- Awesome artillery
- Killing zombies is fun

Why we'd leave it:

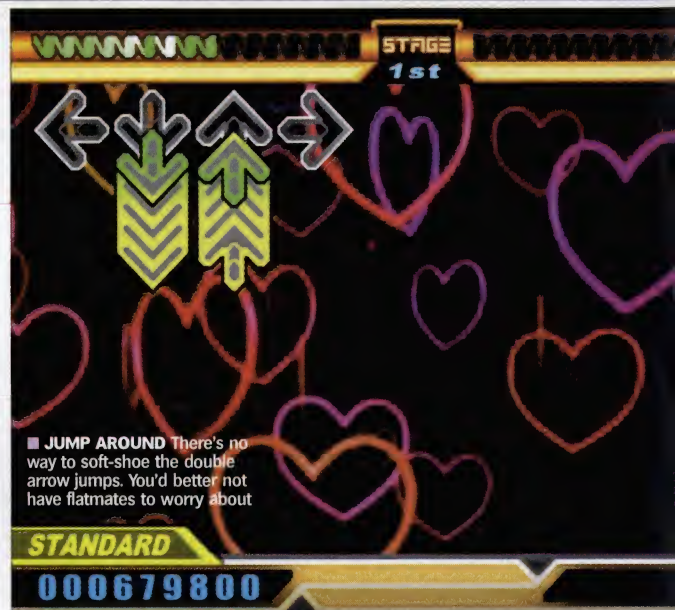
- Frustrating controls
- Ugly in-game graphics
- *Silent Hill 3* is sitting right next to it

Graphics	FMVs are fantastic, in-game graphics look dead	06
Sound	The eerie sounds make you feel like your on the Titanic	09
Gameplay	Poor controls make for frustrating times	06
Life span	Completely the harder difficulty levels will take time	07

The *Resident Evil: Survivor* series is still off target with *Dead Aim*, but it's getting a little closer to the bullseye.

07

OFFICIAL VERDICT



DANCING STAGE MEGAMIX

Mooove, slide your rump – just for a minute, let's all do the bump...

PUBLISHER: ATARI
DEVELOPER: KONAMI
PRICE: \$109.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.KONAMI-EUROPE.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

BACK STORY

Megamix is the latest European version of Konami's massive Dance Dance Revolution series, following Dancing Stage EuroMix on PSone. In Japan there are a couple of them a year, moving on to variations like the Solo Bass Mix, Disney Rave and True Kiss Destination. Check out ddrfreak.com for all the info.

MOST PEOPLE JIG ABOUT AS IF THEY'RE BEING ATTACKED BY FIRE ANTS – THEY'RE DOING IT WRONG



"Dignity. Always dignity." Gene Kelly's advice from classic toe-tapper *Singin' In The Rain* seems to be at odds with dancing games. Play them on anything other than 'Beginner' in an arcade and you're quickly reduced to a blithering mess, frozen to the spot. Arrows fly by like it's the battle of Hastings and the virtual crowd boos. But – especially now that Konami has brought the latest incarnation of *Dance Dance Revolution* home from Weston-super-Mare arcades – it doesn't have to be like that. Put on your dancing shoes (we found that kung fu slippers provide very good grip and let's get ready to rumba).

See, the reason most people jig about as if they're being attacked by fire ants is because they're doing it all wrong. The natural inclination is to stand in the middle of the mat and tap arrows as they happen; but that's a one-way ticket to wheezing collapse, and it makes you look stupid. The key is to think in terms of 'shapes' so that each step is a natural progression. This idea's introduced in an excellent lesson mode, which ranges from 'this is a dance mat' right up to 'doing a quick 360° twirl across the pads'. Basically, you can leave your foot on any of the arrows, so if you've got, say, a quick combination of left-up-right-up, you alternate the foot that hits the up arrow. In theory, you shouldn't ever be off balance, even when you're

traversing two mats in double mode. Bizarrely, it does feel a lot like 'proper' dancing, especially if you put the difficulty up and nod your head about. This is how the half of the arcade elite known as 'steppers' play, looking for patterns that mean they're always in the right position for the next section. It's vital if you're planning to venture into the masochistic realms of invisible arrows which are available for hardened players. It's also what makes things easier when you ramp the difficulty up to Extreme and venture into the land of J-pop.

The song selection on offer in *Megamix* is a bit disappointing. On the Western side, you've got Kylie, Sugababes, Christina Millan, Ms Dynamite, S-Club flippin' Juniors, Shy FX, Kid Galahad, Elvis vs JXL and, um, The Cure. But the songs aren't the full versions, and there doesn't seem to be a jukebox mode either. The roster's bolstered by a range of Konami tunes. Some are remixes of songs from other Bemani games (*Paranoia* from *Drummania*), others are riffs of '80s timewarp pop (*My Summer Love*) – there's even banging techno. At the tougher end of the spectrum you get classic Japanese para-para music, ranging from the insane (*Crash* by Mr Brian And The Final Band) to the coronary-inducing (180bpm classic *Trip Machine Climax*). It's fair to say that there's something for everyone – but equally fair to point out that glowstick-twirling outoftheirfreakinhead types'll enjoy the selection more than most. And the announcer helps things along by whooping this like, "You're no

WORK THAT BODY

Feeling guilty about your shameful snack consumption? Then don't play *Dancing Stage Megamix*.



PORK 'N' MINDY
My Summer Love burns off 3.8 calories – that's about one pork scratching.



CHEESY LOVER
Shake Your Body with Shy FX and you can afford to eat a single Mini Cheddar.



MUD MINUTE
Battle through Brilliant 2U and you can safely eat quarter of a Mud Cake.

SATURDAY NIGHT FEVER...

Warm up for clubbing with the pick of the freestyle moves

Instead of a limited collection of swirly patterns you now get hundreds of movie clips, still images and animations which can be layered over each other or spliced together with cool effects. You can even synchronise the images in time with the beat of the music. Here are some select cuts:



TOE-TAPS

When you've got a rapid succession of 1/8 time arrows in the same direction, try alternating between toe and heel. Toe-heel-toe. See? Easy.



KNEE-DROPS

If, say, your right foot's on the right arrow and there's an up arrow next, try hitting it with your right knee. This move actually works better on carpet than in the arcades.



HAND-SLAPS

Just slap the pads with your hands instead of hitting them with your feet. For extra style points, slap behind you or take one (or both) feet off the ground.



X-UPS

Two or three double-side arrows in quick succession? Don't just jump like a goon - go from legs-apart to legs-crossed over. And back again. Wear loose trousers.

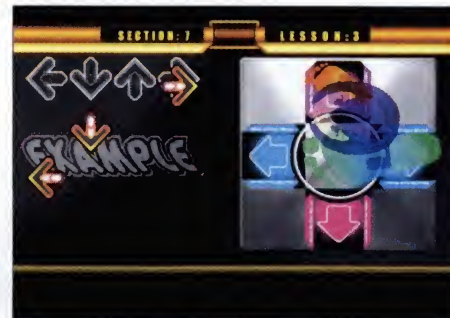


JAZZ HANDS

The toughest of the lot. Extend your arms out in front of you, with your hands perpendicular to them. Now waggle your fingers. Jazz hands. Yeah!



■ **BEAT IT** Complete the normal game and you're 'rewarded' with Max 500, a 300bpm nightmare



■ **CALORIE SINGLETON** We've done the equivalent of about ten seconds' swimming. Cheers for that



■ **CURE 'N' SIMPLE** Gothrock anthem Lovecats is one of the easier songs



■ **KYLIE REGARDED** We'd have preferred *The Locomotion* to *Love At First Sight*, if we're honest

ordinary fellai" and "Everyone's looking at you!" as a kind of ironic counterpoint to your leaden clumping.

The more frenetic songs come in handy during workout mode, which aims to keep track of your exercise regime by cross-referencing your weight with how furiously you shimmy. What it really does, of course, is count how many times you thump the pads, which is pointless, as it's clearly less stressful to toe-poke the up arrow a dozen times than do a succession of right/left arrow star jumps. Either way, you burn off a tiny amount of calories - sweating your way through *Brilliant 2U* counts for 14, which is the equivalent of a quick sprint to the cake shop or a bite of a Mars Bar. Thanks to a combination of the placebo-like effect of doing exercise and drinking peach smoothies, we've probably put weight on. Although we did wave our arms a lot.

By far the most satisfying way to play *Megamix* is freestyling - the crazed fanboy practice of knowing the moves so well that you can improvise on top of them.

Busting out shapes with your arms is the easiest way, throwing in some B-boy toprock or Capoeira-style ginga is tougher, and fitting in a quick piroquette is harder still. Nailing your mat to a slab of MDF is about the only way you'll be able to do glides or moonwalk, but most other 'pro' moves are still manageable. Stick the game on the unlockable endless mode and you'll be able to dance yourself to the point of collapse.

So what's the point of all this? Well, it is a lot of fun. You're unlikely to really impress anybody with your moves - pulling out a flawless handslap combo at a house party just suggests you've got too much time on your hands. It's the perfect icebreaker if you have guests and is also loads of fun on your own. When Konami comes up with a way to generate routines for your own CD collection, it'll undoubtedly be the best social game ever created. Until then, just remember one thing: Dignity. Always dignity. □ Joel Snape

DANCING STAGE MEGAMIX

Why we'd buy it:

- Dancing's brilliant
- Dancing in arcades makes you look stupid
- We have very tolerant downstairs neighbours

Why we'd leave it:

- Not many recognisable songs, and they're not long enough
- Workout mode makes us feel fat

Graphics	Stills and basic animations	05
Sound	Saved by the para-para numbers	07
Gameplay	As complicated as you can handle	08
Life span	More of a party classic than a regular workout	07

Top sweaty disco fun, marred by a flimsy selection of songs. All together now - big fish, little fish, cardboard box.

OFFICIAL VERDICT



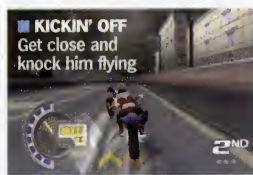
BACK STORY

Acclaim's Burnout series took the overdone arcade car racing genre and refined it into an adrenaline-spiking, addictive, seat-of-the-pants experience. Now, with Speed Kings, it is aiming to work the same magic with motorbikes. We could sure use an antidote to the worthy but dull Moto GP games...

PUBLISHER: ACCLAIM
DEVELOPER: ACCLAIM
PRICE: \$49.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.ACCLAIM.COM/GAMES/PREIEWS/SPEEDKINGS/INDEX.HTML
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO

IN YER FACE

Get your punch in first and fast



SPEED KINGS

Go fetch your leathers, it's Burnout for bikes!

X If you've never really understood the appeal of bombing around on motorbikes, the game shelves have not, to date, really given you any breathtaking reasons to challenge your mind.

Classy two-wheeled sims they might be, but the Moto GP games are, let's be honest, a little too serious for their own good. You lack a bike racer that delivers the knee-scraping, donut-screaming, endo-popping, wind-in-the-helmet excitement of street racing. Well, not any longer.

As an arcade racer, Speed Kings is all about experience and adrenaline. With the specs of its increasingly mad bikes presented in the 'pages' of bike mags, the game feels like a mainline into an obsession from the very start.

Enter the single-player mode and you'll find six options. Single Race, Time Attack and Head to Head speak for themselves, giving you ample reason to return again and again to the game's 18 city-themed tracks. Trick Attack challenges you to perform a series of endos, wheelies, powerdown slides, donuts and more against the clock, while Tag is a high-octane game of 'IT'. And last, but definitely not last, is Speed King's spin on the career mode, called Meets.

In each meet you take on all comers in a trio of races, winning points for your placing in each. Get enough points come the end of race three and you unlock the next meet. Fail and you've got a trio of replays to make good. But in street racing respect is almost as important as winning, so every stage comes with three Respect Challenges for you to tick off. To begin with, these are as simple as getting a boost start, or getting caught on speed camera. But later you may need to do a standing-start wheelie for 1,800 metres, complete a lap without crashing once (not as easy as it sounds) or pull off a surfing wheelie for 350 metres

(see It's Tricky). Rack up those respect points and you unlock a world of new, Insanely overpowered bikes.

But how does Speed Kings feel to race? In a word, superb. Once you've got your head around the way bikes corner, powering around the traffic-filled city streets is a blast – there's even a Burnout-style boost bar called the Powerband for added excitement. It's not Moto GP accurate, but neither does it overdo the arcade feel and so strip the game of any tension.

Each bike has independent rear and front brakes and the position of your body weight on the bike affects how you land, corner and so on. With practice you can really get a feel for your bike. Sim-loving hog jockeys should know that there are jumps, you can kick opponents off their bikes, surf your bike and even skid beneath Jack-knifed lorries before recovering on the other side. But Speed Kings is about out and out thrills. And it delivers. Does Burnout for bikes sound good to you? Yes, we thought so. **Paul Fitzpatrick**

SPEED KINGS

Why we'd buy it:

- We like bikes but find Moto GP a little stodgy
- We've never liked bikes but love good arcade racing
- We're up for some serious fun

Why we'd leave it:

- We want total innovation
- The only good vehicle is a four-wheeled vehicle
- We think arcade is okay but realism is better

Graphics	Past, fluid, great crashes and insane boost blur	08
Sound	Wince-inducing prangs and whiney engines	07
Gameplay	Nothing new, but very well done	08
Life span	There are five multiplayer modes!	07

Great to have a gutsy motorbike racer at last. It's perhaps not the classic that Burnout is, but great fun all the same

07

OFFICIAL VERDICT

IT'S TRICKY
Racing is one thing; respect is another. If you want to rule the streets you're going to have to learn some tricks. Here's a selection to get you on your way.



SURFING POWERDOWN

Need to get your bike beneath a truck and show off at the same time? Hold **△**, push the left analogue stick forward and press **○**.



PAVEMENT RIDE

A show-off move you can pull off mid-race without losing your place. Hold **△**, push the left analogue stick forward then press **△**.



HANDSTAND

Try a handstand at 125mph and show the other riders how it's done. Hold **△**, push the left analogue stick forward and press **○**.



SURFING WHEELIE

It's worth having a good-sized straight ahead of you for this one. It looks fantastic. Hold **△** and **○** then pull back the left analogue stick.





■ **WHICH ONE?** Aha, it's the old 'press every button and pull every lever till it works' puzzle



■ **PLATFORM ADVENTURE**
Kate uses this funky train to journey to the different levels



■ **BAG TO MY PLACE** In a resounding victory for sexual equality, Kate proves too weedy to carry her luggage and has to get help



■ **LOVELY**
A pleasant spot to play Pooh Sticks



PUBLISHER: RED ANT
DEVELOPER: DREAMCATCHER
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.SYBERIA.INFO
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

■ BACK STORY

Syberia was penned by Benoit Sokal, a French cartoonist, writer and game developer. His only other videogame credit is Amerzone: The Explorer's Legacy, which appeared on both PC and PSone back in '99 and takes a similar tack to Syberia, although the game is now largely forgotten.



■ **SHH!** Pretty as a picture but quieter than a morgue

SYBERIA

Pass the salt, this adventure needs more flavour



If *Vice City* is the gaming equivalent of a cocaine 'n' vodka fuelled Saturday night out in Soho, then *Syberia* is a Sunday afternoon stroll around Kew gardens with the

grandparents. Despite an intriguing story and pretty backdrops, there's no disguising the fact that this plot-driven point-and-click adventure is never going to satisfy those of us who are happiest when fighting off alien scum with a pulse rifle. If we're being harsh, it's duller than a wet weekend in Wollongong.

The game's a direct port of its PC incarnation and takes up the tale of Kate Walker, a hard-nosed American lawyer sent to Europe by her firm to secure the purchase of a strange local toy factory for some nefarious multinational corporation. No, really. Armed only with a cell phone and an insatiable curiosity, Kate must negotiate the corkscrew-like plot by chatting to and extracting information from locals and solving puzzles.

And that's about it. No firefights or car chases, no nightvision goggles or sneaky neck snapping – basically you're playing out Kate's role in an interactive detective novel/picture book, which is fine if Hercule Poirot is your number one hero. The puzzles themselves start off in fairly typical adventure game fashion (see *Robot Bores*) and get progressively more toothsome as time elapses and the mystery deepens. They're reasonably taxing but it's often a case of tedious scurrying between screens exploring all your options until you click – literally – on the winning formula.

Chief among the complaints are the text-related clues you pick up – faxes, letters, diaries etc. If the purpose of acquiring these is to help the plot unfold and give you hints about what you're meant to be doing, then why can't you read them on screen? Honestly, the words are so blurry and hazy you'll have to press your nose up to the screen and squint like Mr Magoo to read them.

On the positive side, the game does have charm aplenty. Its four chapters are diverse and well scripted, the voice acting is top notch and the pre-rendered 2D backdrops are luxurious, atmospheric and full of neat cinematography. The game's characters are well developed too, although the humans are eclipsed by their mechanical counterparts, Automatons. These curious mechanical robot things, produced by the aforementioned European factory, pop up everywhere in many guises (doorbell, train driver, campanologist). If you see 'em in action, you'll want one for yourself.

Genteel adventures such as this need to work very, very hard and *Syberia*, despite its well thought-through story, just never grabs you where it matters. Perhaps it's because we've been weaned on a diet of Solid Snake and Sam Fisher. Perhaps we need anger management therapy. If you're sick of all the violence and want a game to take home to meet your mother then *Syberia* is dressed and ready for you. But, come on now, surely you have more self respect than that? □ Nick Ellis

SYBERIA

Why we'd buy it:

- Good plot with brain-engaging puzzles
- Nice to look at, in an art gallery kinda way
- We're having trouble sleeping...

Why we'd leave it:

- We like some action with our adventure
- Endless to-ing and fro-ing
- ... Sorry, fell asleep there. What was the question?

Graphics	Lovely 2D rendering and attractive cut-scenes	07
Sound	Accomplished voice acting but it needs more music	07
Gameplay	Decent puzzles but slow and tiresome	04
Life span	A week's worth, no more. That just ain't good enough	04

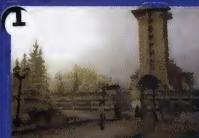
A smart and often charming adventure with a diverting storyline, but there's more excitement in a packet of chips.

05

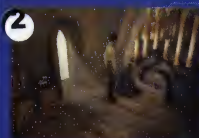
OFFICIAL VERDICT

ROBOT BORES

Central to the game is the solving of puzzles, most of which relate to the curious mechanical Automatons. Here's a typical trek through one of them.



Exploring the quaint Alpine village of Valdiene, you stumble upon a church. You can't get through the front door so it's time for a scout around the back, where you find a lift that takes you to the bell tower.



Do'h! You haven't picked the right item to operate this Automaton bell ringer so it's back down in the lift to scout around the church grounds and hunt for clues.



Sure enough you find the vicar's room, where a brief search reveals a key stuffed behind a crucifix depicting a mechanical Christ. This key unlocks a set of drawers, where you'll uncover some colour-coded punch cards.



Back up in the lift to the tower, where you'll find the various cards make the mechanism ring out different tunes. Trial and error reveals you need purple coloured card.



The tune rings out and a cut-scene shows that you'll be wanting to head towards a crypt, but you'll need to find another key to open that. And repeat in similar fashion until the game is complete...



■ **RAD INDIAN** Wasa B certainly has a bagful of moves but the design of the game is only really going to appeal to younger gamers



■ **TAKE CONTROL** Not sure how to pull off a trick? Help is at hand

■ **THE DAILY GRIND** More day-glo trickery ahoy!

■ **GIGGING FOR IT** Wasa B is a strangely weedy roadie

PUBLISHER: VIVENDI
DEVELOPER: PAPAYA
PRICE: \$99.95
PLAYERS: 2
OUT: NOW
WEBSITE: WWW.PAPAYASTUDIO.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

■ BACK STORY

This is developer Papaya Studios' first title. Publisher Crave on the other hand has been around for some time and is well known for its extreme sports titles, including Razor Freestyle Scooter on the PSone and N64 as well as, ironically, Tony Hawk's Pro Skater on the Dreamcast. One would have thought they could tell the difference in quality...

WHIRL TOUR

A scooter-riding roadie saves a band on the run



While *Whirl Tour* has an appropriately active name for an extreme sports title and comes with the requisite *Tony Hawk's* controls that accompany all but the most daring of attempts at the genre (X to jump, O and C for tricks, A to grind etc) it is actually about as dangerous and extreme as your average hamster savaging.

The problem, you see, is that *Whirl Tour* is not about skateboarding, BMXing or even wakeboarding. The edge-living 'sport' on offer here is none other than the lazy man's walking - motorised scooting. With all respect to the suit-wearing, congestion charge-dodging fraternity who seem to make up the majority of users, motorised scooting are the veritable comfy slippers of the extreme sports world.

You take the role of Wasa B, a scooter-riding roadie for the band Flipside. The game opens with an abysmal super-deformed FMV of the band's mysterious kidnapping. Just as any sensible roadie would do in a kidnap situation, Wasa whips out his trusty scooter. It certainly bucks the trend of traditional "lock and load shotgun" fare, and lowers the bodycount considerably. Eight levels of scootable *Mario*-type terrain ensue for you to flip, spin and grind over in your quest to find your missing pals. The story is an incoherent mess of clichés and not helped by the fact there are no additional explanatory FMVs on how to rescue your chums (see *Whack Races* for our guide).

The main gameplay, however, takes a well-worn track. The levels are interactive and you will have to perform certain specified tasks to open up the next arena. The familiar controls are supplemented by tapping ↑ once or twice to perform a Fastplant or Nosehop. Pulling off

'Nice' combos will earn you adrenaline which can then be utilised by ↑ to gain a speed boost. In every level there are two bosses that must be attacked by scooting up to them and hitting them with a trick. These enemies are hardly intimidating and mostly take two well-aimed 'Japans' to fell. Tricks can be customised to your liking and follow the *Tony Hawk's* mould to a T, but is far more forgiving than the skate master general, with your scooter helpfully righting itself should you misjudge a ramp.

The cutesy style, inoffensive soundtrack and general inability to fall off your scooter all point to a developer aiming for the younger end of the gaming market. As always, lowering its sights has meant Crave missing the target and the result will please few, least of all those it is aiming for. If only the game went on tour - it could have stayed there. □ Simon Parkin



■ **FEEDLE GRIND?** You said it, scooter boy, you said it



WHACK RACES

When you defeat a boss he will drop a key. Collect two keys in a run and you will open up a secret area with the kidnapping scientist's transmitters. Destroy them to open up the racing stage for that level.



So, first you need to destroy the transmitter by breaking the three switches that surround it. After obliterating it, the race mode vortex for that level will appear in its place. The race is then played out on a specifically designed downhill course, unplayable in other modes.



You have to race against the mutated form of one of the band members. Beating each one in the race is the only way you can hope to turn them back to normal. You will then be able to select them to race with.



In each race there are a number of ramps and rails for you to trick off. Doing so will earn boosts which can then be used during a grind to overtake your adversary. Learning the correct racing line is obligatory here if you want to be the first to get past the finish line.

WHIRL TOUR

Why we'd buy it:

- Little sister can't manage grown up games
- Harmless fun
- Good amount of replay if you like the formula

Why we'd leave it:

- Basic, poor imitation software
- Not top of the class. Must try harder. Much harder

Graphics

Cutesy arenas to skate to but nothing special

Sound

Solid effects and a harmless sk8er bol soundtrack

Gameplay

Been there, done that... and it was better

Life span

Good unlockables, but no lasting appeal

This is cutesy *Tony Hawk's* with motorised scooters. Its irrelevance should be obvious to all.

05

OFFICIAL



■ **WHAT ARE YOU DONG IN A PLACE LIKE THIS?** With such a compelling storyline, Alyssa finds herself on an adventure that takes her into the depths of a dark and evil underbelly of her town



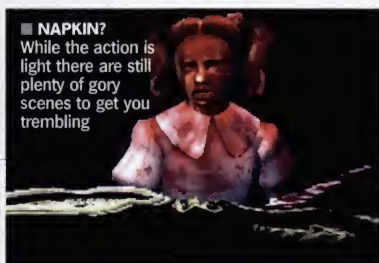
■ **BOOGY MAN**
The characters are scarier than your toilet after a night eating curry

SLEDGING MATCH

Sledge is the first serial killer you come across and he is one of the coolest. Sledge's first victim was a little girl he knocked off before her piano recital. Now that he's got the taste for blood, he's after Alyssa. Lucky for her, Sledge is not the sharpest knife in the drawer and can be easily knocked over with objects found in the game. Just steer clear of his sledge hammer and everything should be just fine...



■ **CONVINCED?**
It's not an amazing-looking game, but still features Capcom quality throughout



■ **NAPKIN?**
While the action is light there are still plenty of gory scenes to get you trembling



CLOCK TOWER 3

An old-school horror moves into the next generation

⊗ Anyone who played the original *Clock Tower* on the Super Nintendo or PSone will probably be surprised to see *Clock Tower 3* show up on the shop shelves. The point-and-click survival horror title was quite different to the *Resident Evils* and *Silent Hills*. It relied on its strong storyline and moody atmosphere to please audiences. However, the complicated control setup and lack of action was a turn off. *Clock Tower 3* has tried to conform to today's survival horror genre, while delivering something fresh.

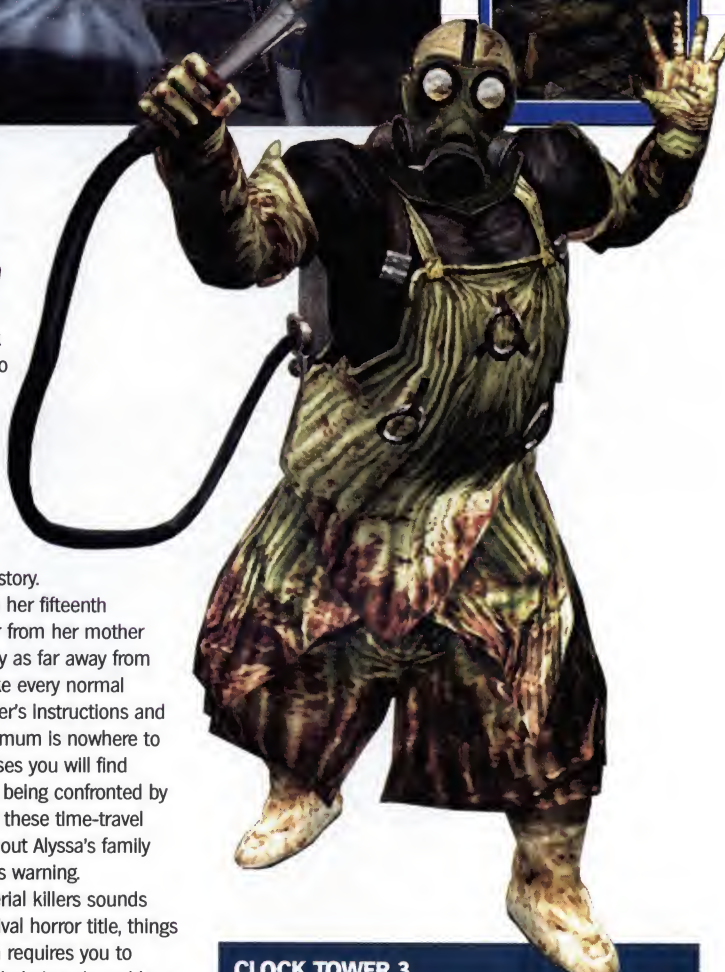
The most noticeable change is the substitution of a health bar for a panic meter. The panic meter rises every

time a ghost or spirit tries to attack your character, Alyssa, forcing you to hide in a safe area and take a chill pill. When your panic meter is full, Alyssa loses her coordination and stumbles around violently. If she gets attacked while in this state then it's game over.

Despite the new feature, *Clock Tower 3*'s strongest asset is still its story. The plot focuses on Alyssa, who, on her fifteenth birthday, receives a disturbing letter from her mother telling her to go into hiding and stay as far away from the family home as possible. But like every normal teenager, Alyssa disobeys her mother's instructions and returns home, only to find that her mum is nowhere to be found. After exploring the premises you will find yourself travelling back in time and being confronted by spirits and serial killers. It's through these time-travel sessions that you discover more about Alyssa's family and the reason behind her mother's warning.

While confronting spirits and serial killers sounds like the ingredients for a tasty survival horror title, things quickly become stale. Each section requires you to return personal items to spirits while being chased by a serial killer. Neither of these tasks take very long to complete, as the personal items are within a couple of feet of the spirit and the places you need to hide from the serial killers are always highlighted, so you don't have to search too hard. It's only at the end of the stage that you get a chance to fight the serial killer with a bow and arrow, and don't expect the battle to last very long as all the serial killers have weaknesses that are easily sussed.

In the end, *Clock Tower 3* does inject the survival horror genre with some much-needed variety, but like its predecessors it still lacks enough action to make it really compelling. If you're the patient type, then *Clock Tower 3* is worth checking out, but otherwise stick to the *Resident Evils* and the *Silent Hills*. □ Paul Frew



■ **DANGER!**
Stepping on broken glass is the last thing she needs to worry about!

PUBLISHER: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEB SITE: WWW.CAPCOM.CO.JP/CT3/
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

■ BACK STORY

Clock Tower debuted on the Super Nintendo in 1995 and was immediately acclaimed for its intelligent storyline, fantastic graphics and enough horror to make players wear brown underpants before even loading it up



■ **ALLEY-CAT**
Want to survive? Avoid this bloke at all costs!

CLOCK TOWER 3

Why we'd buy it:

- Cool features freshen up genre
- Great storyline
- Cute girl in a uniform!

Why we'd leave it:

- For a survival horror game it's not very scary
- The lack of action will put you to sleep
- No guns in the entire game
- That's right, no guns in the entire game

Graphics	Looks good but not spectacular	07
Sound	Music kicks in only during crucial scenes	07
Gameplay	Acclimatise No action but plenty of unique levels	05
Life span	Huge levels. A few special features upon completion	06

Clock Tower 3 could have been great with a little more action, but at the end of the day it's just not that fun.

06

OFFICIAL VERDICT

REVIEW

ACE LIGHTNING/DOWNTOWN RUN



HAMMER TIME
That's gotta hurt



BLAST YOUR WAY TO THE END OF THE CANNON

ACE LIGHTNING

Hey ladies, he's got a lightning lance

X Cartoons are great. No question about that. But not all of them, clearly. We're still not sure about *SquareBob SpongePants* and, to be frank, we haven't even heard of *Ace Lightning*.

According to the Beeb, it's huge with the kids. Whatever the truth of this, the videogame version does it no favours, being a limp third-person platformer with much enraging gameplay blippage.

The story concerns the eponymous Ace and his lightning lance, battling a Skeletor lookalike called Lord Doom. Naturally Doom has hatched an evil plot and you must recover missing Doom Dimes to send his boney ass straight back to hell, or his home dimension anyway.

Mostly, this involves jumping around themed levels in a bid to collect the Dimes and despatch baddies. Each stage has various fairground characters you can gun down or wallop with your light lance. You can also switch to first-person to shots or have a look around.

While some parts are quite tricky you can easily

gallop through them by leaping over everything, a move that robs the game of any challenge element. Cleverly, though, times when you do need to jump are hampered by a viewing angle that's too high to see properly.

There are attempts to add diversity with arcade blasting sections, but it does little to lighten proceedings. Add to this uninspiring mix some dingy environments and you're a long way from ace. **X** Gary Smith

ACE LIGHTNING

Why we'd buy it

- If we liked the cartoon, which we don't

Graphics **04**

Sound **03**

Gameplay **04**

Life span **04**

Why we'd leave it

- Ratchet & Clank

- Jak And Daxter

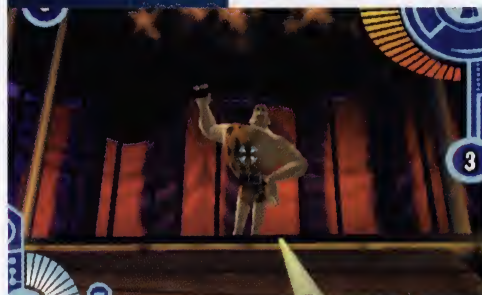
Pedestrian platformer squeezed out of a weak licence. Don't let lightning strike you.

04
OFFICIAL VERDICT

PUBLISHER: BBC
DEVELOPER: ABSOLUTE STUDIOS
PRICE: \$69.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.ACELIGHTNING.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

BOING! The trampolines are fun but are only used for collecting coins. Such a wasted opportunity

BALLS OF FIRE A circus strongman faces death as Ace prepares to laser-fry him



TURN BABY, TURN Don't drive carefully. Your race rivals won't...



PUBLISHER: UBI SOFT
DEVELOPER: UBI SOFT
PRICE: \$69.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.UBISOFT.CO.UK
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



BUMPER CAR Drop nails and set off bombs to slow your opponents



MARIO KART? Swap cars for karts and add a monkey

DOWNTOWN RUN

Get your motor running, head out on the... nah, forget it

X *Downtown Run* has an almost instantaneous capacity to annoy. It's certainly cheap, and we were wary that we had to actually buy this racer rather than enjoy an advance copy of it. But why would you want to buy a driving game that's less thrilling and less playable than the Platinum edition of *GT3*? Is it better than *GT3*? Nope. Have the designers tried to make it better than *GT3*? Nuh-uh. Are there any new or innovative features? No, it borrows heavily from *Mario Kart*. Better graphics? No. How about...? No. What about... Look, didn't you hear? We said no.

While this shallow racer may feature shiny, almost accurate representations of familiar production cars, it serves up arcade rather than realistic gameplay action. More specifically, *Downtown Run* revolves around power-up-based racing in which the weapons you pick up, and when/where you use them, determines your ultimate track position. Racing against five other PS2-controlled cars, you scream around international street circuits, dropping nails and setting off bombs to slow down and even disable your opponents. It's random racing, reflex-based rather than involving any real thinking or strategy - you'll regularly abandon the racing

line in pursuit of those bouncing power-up boxes.

There are various racing options, including a championship mode, and in winning the first beginner's league you unlock harder challenges and better, faster cars. To its credit, the multiplayer action is chaotic and some of the tracks provide for some fun overtaking, crashing and overtaking yet again. But just as you can win by releasing a well-timed bomb, you can lose by picking up a shield when what you really wanted was a speed boost.

Downtown Run has an almost instantaneous capacity to annoy... **X** Dean Evans

DOWNTOWN RUN

Why we'd buy it

- We have more money than sense

- Mario Kart-style nostalgia kick

Graphics **05**

Sound **05**

Gameplay **04**

Life span **02**

Why we'd leave it

- GT3 at \$49.95

- See above

A mildly diverting racer. Much like when somebody says, "Look, a bear!"

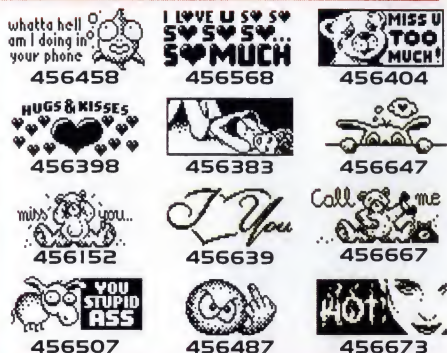
04
OFFICIAL VERDICT



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TOP RINGTONES

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 WITHOUT ME Eminem123481
 SWEET CHILD O MINE Guns'n'Roses123190
 THE KETCHUP SONG Ketchup123581
 SEXY LADY Shaggy123597
 BACK IN BLACK ACDC123242
 SEX AND THE CITY Theme123605
 MISSION IMPOSSIBLE Theme123448
 SHE HATES ME Puddle of Mud123625
 WHAT'S LOVE Fat Joe123471
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 HE'S UNBELIEVABLE S. Connor 123728
 JALEO Ricky Martin 123727
 ON THE HORIZON Melanie C 123726
 PULP FICTION Deltonas 123724
 THAT'S THE WAY KC/Sun' Band 123723
 CAN'T NOBODY Kelly Rowland 123722
 ANYONE OF US Gareth Gates 123720
 COME UNDONE R Williams 123717
 DESENCHANTEE Kate Ryan 123716
 ROCK YOUR BODY Timberlake 123715
 SONGBIRD Oasis 123713
 TONIGHT Westlife 123712
 TV MAKES... Modern Talking 123711
 AMERICAN LIFE Madonna 123710
 HOTEL CALIFORNIA The Eagles 123709
 MACHO MAN Village People 123703
 NOTHING AT ALL Santana 123702
 SORRY SEEMS TO BE Blue 123701
 BEAT IT Michael Jackson 123695
 MAYBE Enrique Iglesias 123684
 TAINTED LOVE Marilyn Manson 123683
 THE ONE Shakira 123682
 YOU ONLY LIVE ONCE N Sinatra 123680
 CAN'T STOP R H Chili Peppers 123679
 CLOCKS Goldplay 123678
 SUPERMAN Eminem 123677
 WASTED YEARS Iron Maiden 123676
 I'M WITH YOU Avril Lavigne 123673
 SHAPE Sugarbabes 123672
 WHY DON'T YOU & I Santana 123670
 ALIVE Pearl Jam 123664
 JUMP Van Halen 123659
 LAZY Xpress2 123658

LOCAL CHARTS

IN DA CLUB 50 Cent 123725
 ALL THE THINGS T.A.T.U. 123606
 ALL I HAVE J-Lo 123694
 BUMP BUMP BUMP B2K 123698
 AMERICAN LIFE Madonna 123710
 SOMEWHERE Linkin Park 123689
 BIG YELLOW C'nting Crows 123697
 BEAUTIFUL Snoop Dog 123719
 I BEGIN TO WONDER Danniell 123708
 BEAUTIFUL C Aguilera 123649
 YOUR BODY John Mayer 123706
 03 BONNIE & CLYDE Jay-Z 123663
 WEEKEND Scooter 123721

I DROVE ALL N'HT Celine Dion 123685
 WORK IT Nelly 123681
 IF YOU'RE NOT THE ONE Daniel 123693
 DON'T KNOW WHY Norah Jones123700
 NAUGHTY GIRL Holly V 123635
 SOUND OF THE UND'D G's Alo'd123696
 STOLE Kelly Rowland 123623
 FAMILY PORTRAIT Pink 123647
 HIDDEN AGENDA Craig David 123668
 LOSE YOURSELF Eminem 123656
 BE WITH YOU Atomic Kitten 123718

YOUR FAVS

THE SMURFS THEME 123654
 9PM TILL I COME ATB 123231
 SWEET HOME ALABAMA 123651
 THUG LOVIN Ja Rule 123622
 JENNY FROM THE BLOCK JLo 123618
 NESSAJA Scooter 123610
 THE ZEPHYR SONG RHCPeppers123571
 BABY ELEPHANT WALK 123204
 TEDDY BEARS PICNIC 123582
 HAPPY BIRTHDAY 123280
 ENTER SANDMAN Metallica 123194
 BY THE WAY RHC Peppers 123605
 CALIFORNICATION RHCPeppers123183
 SMOOTH CRIMINAL A Ant Farm123369
 COME AS YOU ARE Nirvana 123428
 JUST ACE Grinspoon 900219
 I NEED A GIRL P Diddy 123505
 DIRTY Christina Aguilera 123593
 ALWAYS ON TIME Ja Rule 123455
 STAN Eminem 123153
 BAD BOY FOR LIFE P Diddy 123440
 GANGSTA LOVING Eve/Keys 123526
 BACK IN MY LIFE Alice DeeJay 123110
 BARBIE GIRL Aqua 123111
 GENERATOR Foo Fighters 900215
 MONKEY WR Foo Fighters 900216
 STOP Jane's Addiction 900221
 FALL DOWN Jbediah 900222
 MIDDLE Jimmy Eat World 900224
 ALL TOWN DOWN Living End 900226
 GOOD FORTUNE P.J Harvey 900233
 BETTER LIVING Q.O.T.S.A. 900234
 GET FREE The Vines 900243
 SPAWN George 900247
 NOT PRETTY EN'GH Chambers 900250
 2 MONTHS OFF Underworld 900257

TV THEMES

THE SOPRANOS TV Theme 123675
 FRIENDS Theme I'll Be There 123704
 TWILIGHT ZONE THEME 123707
 DALLAS Theme 123165

BENNY HILL Theme 123205
 BEVERLY HILLS 90210 Theme 123238
 HAWAII 50 Theme 123251
 FUTURAMA Theme 123277
 KUNG FU FIGHTING C. Douglas 123296
 HAPPY DAYS Theme 123444
 SOUTH PARK Primus 123468
 SIMPSONS Theme 123478
 FLINTSTONES Theme 123485
 MUPPET SHOW Theme 123550
 GET SMART Theme 123254
 LOVE AND MARRIAGE Sinatra 123617
 SEX AND THE CITY Theme 123605
 HITCHCOCK PRESENTS 123613
 BOLD & BEAUTIFUL Theme 123579

MOVIES

BRIGHT SIDE OF LIFE M Python 123515
 AMERICA West Side Story 123104
 AXEL F Beverly Hills Cop 123162
 BATMAN Theme 123163
 CHARLIE'S ANGELS Theme 123164
 HALLOWEEN Theme 123166
 RAIDERS MARCH Indiana Jones 123168
 GODFATHER Theme 123169
 JAMES BOND Theme 123170
 GHOSTBUSTERS 123278
 EYE OF THE TIGER 123287
 ROCKY Theme 123543
 MISSION IMPOSSIBLE Theme 123448
 SUPERMAN Theme 123486
 PINK PANTHER Theme 123566
 SPIDERMAN Theme 123591

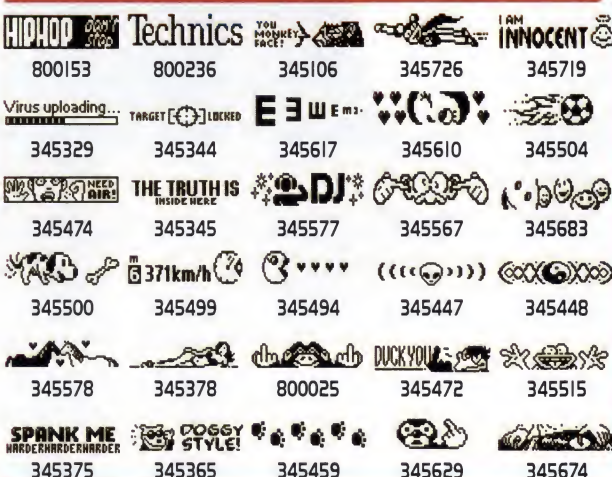
DANCE

SALTWATER Chicane 123714
 FAMILIAR Moloko 123705
 LETHAL INDUSTRY DJ Tiesto 123688
 IN THIS WORLD Moby 123686
 BECAUSE I GOT HIGH Afroman 123674
 ADELANTO Sash! 123109
 BACK IN MY LIFE Alice Dja 123110
 BARBIE GIRL Aqua 123111
 BLUE DA BA DEE Eiffel 65 123112
 FREESTYLER Bomfunk MCs 123115
 KERNKRAFT Zombie Nation 123117
 KING OF MY C'LE W. Project123118
 SANDSTORM Darude 123123
 AROUND THE WORLD ATC 123128
 ONE MORE TIME Daft Punk 123148
 PLAYED ALIVE Safi Duo 123149
 CHILLIN' Modjo 123156
 CHASE THE SUN Planet Funk123161
 I PUT A SPELL Sonique 123216
 OUT OF CONTROL Da Rude 123220

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MONTH**

■ **COMIC DUO**
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I Spy

Beverly Hills Spy goes Behind Enemy Lines

Film: The events kick off with G. W. Bush asking boxing champ Kelly Robinson (Murphy) to help his country with a "secret-o sitch-ation" in Budapest. This is basically the excuse for teaming up the cocky and uncooperative Robinson with the struggling secret agent Alex Scott (Wilson) as they try to recover a stolen fighter jet prototype, capable of using stealth to carry nuclear bombs. The formula has been used countless times before but Murphy and Wilson have enough comic spark to keep the action entertaining.

All of the typical spy gadgets, from 'pager bombs' to 'mobile phone grappling hook launchers', help propel the not-so-dynamic duo through a series of shootouts and car chases. As you'd expect, the gadgets are best used in the comic scenes, like a 'contact lens video camera' that Robinson uses to give Scott a series of love tips during a seduction scene with Famke Janssen. Scott's rivalry with super agent Carlos also provides plenty of laughs. After failing to keep his contact alive in a previous mission, Scott struggles to get the respect Carlos enjoys, complaining that next to Carlos' miniature spy gadgets his "look like they were bought from Radio Shack in 1972." **7/10**

Extras: The disc contains trailers for *Spider-Man*, *National Security*, *Mr. Deeds* and *Men In Black II*. The commentary by the director, editor, producer and writers provides insight but the absence of Murphy and Owens is disappointing. The featurettes provide the bulk of the features. 'Cloak and Camouflage' explores the reasons behind the costumes. 'Gadgets and Gizmos' rovides a look at the gadgets; like the simple mirrors used to convey the light warping on the fighter jet. 'Schematics and Blueprints' offers insights on the locations, but the best is 'Slugafest' explaining why Murphy plays a boxer. **6/10**

Verdict: Original ideas are few but there still some comic appeal. ☐ **NP**



Director: Betty Thomas
Starring: Owen Wilson, Eddie Murphy, Famke Janssen, Malcolm McDowell, Gary Cole, Phill Lewis
Distributor: Columbia Tri Star
Out: June
Price: \$36.95
Extras: Director's commentary, trailers and four featurettes



■ **RADIO SHACK** The movie's highlights are the banter between the characters and the the hilarious gadgets

Do-it-yourself spy kit

Five I Spy packs up for grabs!

All you budding secret agents will be able to practise their skills with these *I Spy* kits. Each kit includes a spy mirror for checking around corners covertly, guy's and gal's *I Spy* t-shirts, a copy of the *I Spy* DVD for research and an *I Spy* pen. Columbia Tri Star have offered up five *I Spy* kits for lucky readers. To be in the running for these covert *I Spy* kits, simply tell us in five words or less why you'd be a super secret agent and follow the competition entry details at the bottom of the page and mark your entry "I Spy".



HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: *Official PlayStation 2 Magazine*, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close July 16, 2003.
Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.

Fargo: Special Edition

Director Joel Coen/Starring Frances McDormand, William H. Macy, Steve Buscemi, Peter Stormare, Kristin Rudrüd, Harve Presnell, John Carroll Lynch/Distributor MGM/Out Now/Price \$36.95



FILM: This is a true story. Tickled pink with the idea of using the 'real-life drama' format, stretching believability to its limits and seeing if the audience would go with it, the genius Coen Brothers created *Fargo*: just your everyday tale of a Minnesota car salesman who hires two knucklehead thugs to kidnap his wife so he can get the ransom money out of his rich, tight-arse father-in-law. Of course, it all goes violently, tragically, hilariously wrong. Amid all this snowbound chaos is Marge (Frances McDormand). Heavily pregnant, utterly decent and with the deductive powers of Sherlock Holmes, she is simply one of the

finest female characters ever written. Representing all that is good and honest about people, Marge provides *Fargo* with a warm-hearted core that is sometimes missing from the Coens' trademark amalgam of oddball characters, casual violence and mischievous dialogue. **9/10**

EXTRAS: Documentary Minnesota Nice is a cut above the usual Making Of's, largely because of the fondness evident in the Coens' repertory company (William H. Macy reveals it was three weeks into shooting before the brothers told him the plot was entirely made up). There's also an ace commentary from Director of Photography, Roger Deakins. **7/10**

VERDICT: The definitive DVD release of the Coen Brothers classic. ☐ **LH**



EXTRA! EXTRA!

It's chat and chuckles in the *Charlie Rose Show* interview with the Coen Brothers...

As well as offering plenty of insights into the making of *Fargo*, the Coens are their usual cryptic selves during the interview. Constantly smirking at some private, telepathic joke, it's easy to surmise that while Mr. Rose is innocently asking about the aesthetic of the film, the Coens are sending each other mental images of the poor sap in his boudoir, indulging in some deviant sexual practice.

■ GUNS N' POSES
"I don't want any trouble. Give me my hat back. NOW!"



■ BULLET BOY
He has plenty more ammo. It's a movie, after all!



■ MUZZLETOFF!
Just don't serve him Lambrusco



■ NUDE DIRECTION
Cleese gives the assembled company a view of his own monty python.

Die Another Day

Director Lee Tamahori/Starring Pierce Brosnan, Halle Berry, Toby Stephens, Rosamund Pike, Rick Yune, John Cleese/Distributor MGM/Out Now/Price \$36.95



FILM: It starts well enough. Bond's bearded, bruised and battered. Seemingly left for dead by his government, abandoned by his country. Brilliant. Uh oh. He's escaped, it was all a sort of ruse. He's smartened up, got a car that can become invisible and is trading bad jokes with John Cleese. Now he's confounding the very laws of physics by being the only man ever to survive as an entire tundra collapses on him. And he does it by windsurfing. They may as well bring back Roger Moore at this rate! **5/10**

EXTRAS: An astoni-ple of double-disc everything. Commentaries, featurettes, docu-stuff – more than you'll ever need. **9/10**

VERDICT: Kicks off well, stumbles into mountainous daft. ☐ **SP**

Red Dragon

Director Brett Ratner/Starring Anthony Hopkins, Edward Norton, Ralph Fiennes, Harvey Keitel, Emily Watson/Distributor Universal/Out Now/Price \$36.95



FILM: So, getting poncy for a second, is it better than *Manhunter* (Michael Mann's 1986 *Miami Vice*-esque version)? No. It's not. But compared with the disjointed *Hannibal*, this at least works within the filmic medium. The ending's a stonker too, even fans of the original won't see it coming. Not bad, but Hopkins does look a smidge old. **7/10**

EXTRAS: Twice the discs, twice the info-sponge. Deleted scenes, alternative and extended scenes. There's an 'Inside The Mind Of A Serial Killer' featurette, video diaries, stuff on the burning wheel chair FX (whoops plot spoiler) and more other talking head hoo-ha than even an actual murderer would want. **8/10**

VERDICT: A perfectly reasonable glitzy thriller with an A+ cast. Almost certainly the last Lecter outing, so you may as well. ☐ **SP**

A Fish Called Wanda

Director Charles Crichton/Starring John Cleese, Jamie Lee Curtis, Kevin Kline, Michael Palin, Maria Aitken/Distributor MGM/Out Now/Price \$39.95



FILM: Jamie Lee Curtis and Kevin Kline are the diamond thieves desperate to retrieve their booty from stuttering collaborator Michael Palin in this knockabout caper from the pen of John Cleese – himself starring as gullible lovestruck lawyer, Archie Leach. The swirling story of seduction and treachery is interjected with hilarious *Python*-esque moments and played to perfection by the cast. **8/10**

EXTRAS: Alongside a genial Cleese commentary there are two documentaries – one made during shooting the other put together recently with new cast and crew interviews. Chuck In 26 deleted scenes and a location tour, and this is a top DVD. **8/10**

VERDICT: A gut-bursting British comedy hit in the fine tradition of the Ealing comedies but with added *Python* nastiness. ☐ **LH**

postal

This month we talk about online gaming, OPS2 in Iraq and the romanticism of the PSone.

THE LETTERS ARE FLOODING SO KEEP THEM COMING! IF YOU HAVE

SOMETHING TO ASK OR SAY, WRITE TO US AT:

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PlayStation 2



STAR LETTER

BETWEEN IRAQ AND A HARD PLACE

My name is Arron Cambridge and I'm a regular reader but at the moment I'm in Iraq and can't get hold of it. I

am writing to ask if you'd be able to send your mag out here to me. I'm not too bothered about the disc as my Scimitar Tank is not PAL compatible. If you do find it in your hearts to send one out I would make sure it got passed around the lads. Who knows, you might even pick up a few new readers? Oh yeah, any Conflict:

Desert Storm gurus out there, send all your tips to Bush and Howard - that way I might get home a bit sooner and will then be

able to purchase your fine mag for myself. Also, while I'm in full begging mode, if you have any unwanted promotional stuff (especially T-shirts - the laundrette doesn't seem to be open much around here) it would be gratefully received. It would raise my morale even more so if some young lovely office honey had worn it first. She could even write to me if she liked... I'll leave it there and sit in my tank and wait the three weeks it takes for mail to get here in anticipation of a reply.

Aaron, Iraq

Not being ones to begrudge our boys the odd mag we quickly sent our resident office honeyz down to the post office to dispatch Arron some goodies and magazines. We hope you and the lads enjoy them!



■ WHAT IS IT GOOD FOR?
"Hey man! I'm dying to get back to camp to read OPS2!"

PS(ONE) OFF

Who actually plays PSone games on their PS2? PS2 is in a totally different league to the inferior PSone and although it is a fun machine that can be used to fob off your younger sibling on a bank holiday, it's just not the black dream catcher that PS2 so obviously is. You have to ask why Sony bothered to include this backward compatibility feature for its PS2 because it seems so pointless.

The argument that PSone games are cheaper is bull. A new PSone game will cost you \$40 - why not buy GT3 or DOA2 for \$10 more? Sony also points out that those who want to play old PSone

favourites on their PS2s can. But wait a minute, didn't we buy our PS2s for new gaming experiences? Why would we want to play old PSone games in favour of GTA: Vice City or MOH: Frontline?

Fraser Guthrie, via email

There are some top games on PSone but, you're quite correct, none of them come up to Vice City or MOH: Frontline. In the same way, some sad sacks still like to mess about on old Commodore games because they were the games they loved as young 'uns. Plenty of people have a soft spot for their old copy of Mr Driller, Driver 2 or Vib Ribbon.

TRACTOR FACTOR

Not long ago I heard about a new GTA game coming out called GTA San Andreas. A few days later I saw a program about earthquakes and it said that San Andreas is a popular place for earthquakes. Could this mean that earthquakes will happen in the middle of our GTA missions? The program also showed that San Andreas is mainly made up of farmland - so what are we going to be stealing next? Tractors instead of supercars? Or will it be a new city in the future that was built over San Andreas? This is really puzzling me. And also, The Getaway is too realistic - I wanted rocket launchers.

Michael Beer, via email

You're quite right, Michael, that the rumour mill has it that the next GTA will feature San Andreas, as this was mentioned in GTA III. But it's unlikely to feature tractors because the mill is also grinding out news that as Vice City stood in for Miami so San Andreas will be a virtual San Francisco. As keen geographers will know, the San Andreas fault (the thing that causes the earthquakes) runs through San Francisco. And it sounds a bit the same too.

HARDCORE BORE

I started playing games during the Commodore 64 era and in those days games were made for gamers. Read any C64 tape box and there would be an advert for bedroom programmers to send in their games, and if it was good, it was published. Most modern game makers seem to have forgotten about this era because more and more releases are being aimed at the casual gamer who only plays their console at weekends to kill a little time. I play my PS2 about three hours a day (I'm in year 12 so I get a lot of spare time). Games such as MGS2 and Onimusha are not worth investing in, as they will be finished in two or three days. Those two games also highlight another point: games are getting way too easy, again to grab the interest of the casual gamer. There are exceptions (I still can't do mission 12 in The Getaway!) but they are becoming few and far between. It seems that hardcore gamers are becoming a dying breed. Game publishers should take note of the growing feeling of resentment that hardcore gamers have for this new wave of games because when their games stop being 'cool' we will be the ones they turn to for sales. One last note: you need some kind of feature for dedicated gamers eg 'hardest and most complex games you can buy on PS2' Oh, and stop calling the tips section Hardcore! Why on earth would hardcore gamers want to use tips?

Rafe, via email

Oh Rafe, give it up man. Do you really want everyone to be like you? Do you want a world of Rafe clones chattering away about how quickly they finished Final Fantasy X and how games were great ten years ago. There are games for everyone, from the relentlessly difficult to games for the more casual gamer. The thing is, Rafe, if you read OPS2 every month we'll tell you what is what and you'll never have to worry about wasting your cash on a game too easy for your superhuman gaming skills ever again.

FAST FOOD NATION

I would just like to inform you all at OPS2 how helpful a healthy diet is to your gaming. The more healthy food you eat, the quicker your reactions. I know this because I like to eat lots of chocolate and crisps. But one of my mates eats lots of healthy things like fruit and he always kicks my ass at games because he has an amazing reaction time. Please could you share this information with your readers.

Ryan Hayer, via email

A quick survey round the office found that the world's best gamers, well us anyway, used a combination of ginger beer, chips and Mars bars to sustain gaming excellence. Conclusive proof, that you need to eat more crap, not less!

MULTIPLAY SNOREGASM

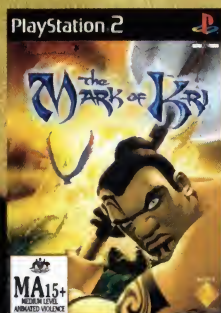
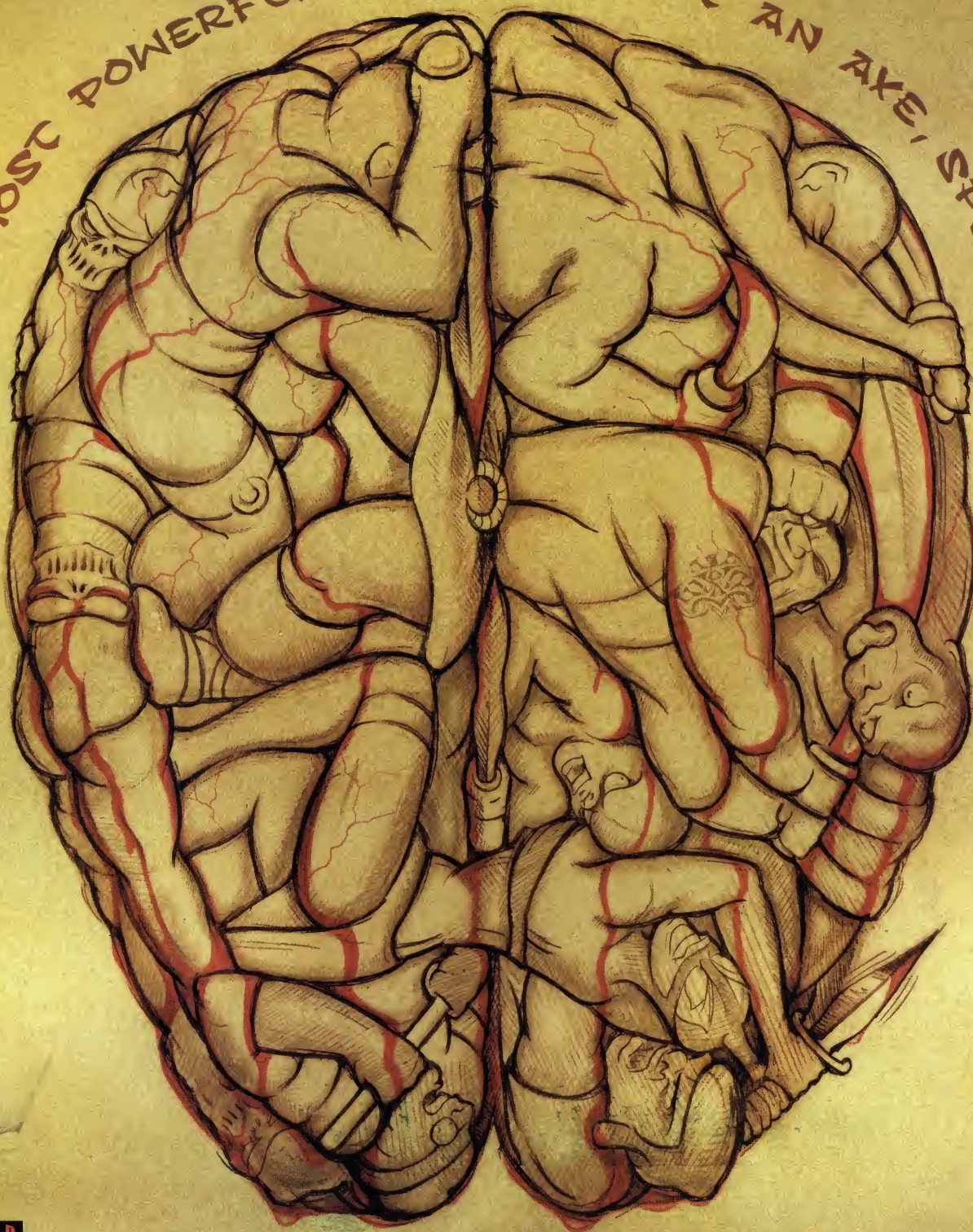
Before I start, I just want to make it clear that I do have friends and a decent enough social life. I am just sick and tired of reading about online gaming. I have no interest in the subject and never will. Videogames should be designed as single-player experiences (like MGS2 and Final Fantasy). The only games suitable for multiplayer are racing games, beat-'em-ups and sports games. First-person split-screen shoot-'em-ups are completely useless. Anyone remember playing Doom? It was great because you couldn't see where your opponent was! Split-screen? Duh. Whenever I buy an FPS game I make sure it's one with a decent single-player adventure. That's why Deus Ex, Half-Life and Red Faction are great and why Quake III, Unreal Tournament and the original TimeSplitters are crap. TimeSplitters 2 falls somewhere in between because although it has multiplayer nonsense (which I totally ignore), it does have an improved single-player mode. And I was absolutely thrilled when Medal Of Honor finally ditched the multiplayer.

Kevin Jones, a serious gamer

Online is going to change gaming as we know it. And judging by this letter, it sounds like you play a lot of 'single-player' games. And not just on your PS2.

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PlayStation[®]2

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HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!



We've spent an entire month hiding in the pitch-black stationary cupboard and creeping up on unsuspecting tea ladies to bring you this month's Hardcore. Practise the art of stealth yourself with the first part of our *Splinter Cell* walkthrough. Also out of the darkness came our guide to *DMC2*, tips for *X-Men 2*, how to seduce *The Sims*, and more. Damn, it's bright out here...

R. Young

IN HARDCORE THIS MONTH

084SPLINTER CELL.....WALKTHROUGH
087DEVIL MAY CRY 2.....GUIDE
090X-MEN 2: WOLVERINE'S REVENGE.....TIPS
090THE SIMS.....TIPS
090SHOX.....TIPS
090ALL STAR BASEBALL 2004.....TIPS
090WORLD OF OUTLAWS SPRINTCARS.....TIPS

■ YOU WANT MORE?
There's a whole magazine of tips on the shelves now!



WALKTHROUGH

SPLINTER CELL

The life of a Splinter Cell is a lonely and hazardous one

TACTICS

Cunning tippets that will see you right in some very hairy situations.

■ **HIDDEN DRAGON**
Crouching is essential for hiding and sneaking around.



Access Feirong's data in the basement

- To disable a wall mine, press \otimes to select 'deactivate wall mine' when the light on the mine is green. Keep \otimes held down, and check the mine is on green. If it's on red, just move the menu selection to 'back to game' and keep trying until you stop it on green.
- Sam has the ability to use a hostage as a human shield. Creep up on someone, grab them, then draw your gun. Sam will keep the hostage in front of him. Enemies will often back off – even if they do start firing, you'll take much less damage, but Sam can't reload the gun when he's holding a hostage.
- Sam can fire around corners. Stand or crouch, go to a corner, peek around it, then draw your gun. Use this on distant enemies – there's less chance of taking damage.
- If you're in a gun battle and are finding it hard to see distant/hidden enemies, activate thermal or night vision, even if it's a well-lit area.
- Use Sticky Cameras if you're unsure of what lies ahead. Use the optic cable to see what is on the other side of doors.
- If you're pinned down by an automated turret, throw a flare in the opposite direction to the one you want to go in. The turret will temporarily follow the heat of the flare, while you nip off the other way.
- To throw a Bottle or Grenade further, hold down \square before pressing \square and throwing it.
- If an enemy is about to enter a room you're in, stand in front of the door to prevent him from opening it.
- If you're dropping down from a ledge or platform, pressing crouch before you land will ensure a silent landing.
- If you've got a body and nowhere to hide it, shoot out some lights to create a dark hiding place. They must be positioned in the dark or they'll be found.



SPLINTER CELL

■ PLAYERS 1
■ MEMORY CARD SPACE
429KB
■ DIFFICULTY MODERATE
■ COMPLETION TIME
3 DAYS
■ REVIEWED OPS2#13

VERDICT

"Tension, action, spectacular moves and gadgets combine to make *Splinter Cell* one of PS2's best. A stealthy triumph."

Graphics	09	Overall 10
Sound	10	
Gameplay	09	
Life span	10	

POLICE STATION



RENDEZVOUS WITH LOCAL NSA INFORMANT THOMAS GURGENIDZE FOR INFORMATION ON BLAUSTEIN'S AREA OF OPERATION

Go into a crouch and walk up the steps to your right, then jump and climb the ladder. Walk a few steps to the top of the roof and you'll see a trapdoor – choose to open it, then drop down inside. Crouch and follow the passageway to the end, then climb up the vertical grey pipe. To your left is a zip line. Stand underneath and jump to grab hold of it – you'll zip down into a burning building. Exit the room, turn left and take the door on the left. Exit through the next door and go left. Take the stairs to the floor below and enter the doorway on your right. The floor ahead is burning but there is a pipe above that you can use to cross it – make sure to hoist your legs up to avoid the flames below. Drop down when you're safely across and follow the corridor left. Take the door on your right, exit this room through the only door and go through the doorway on your right. Ascend the stairs, carefully avoiding the fire. Go down the hall and enter the room on your left. Your target, Thomas Gurgendize, is lying in the middle of the room – go over and talk to him. Exit the room through the closed door. You need to proceed through the open doorway, but the room is filled with deadly smoke. Equip night vision, then use your pistol to shoot out the skylight. Once the smoke has cleared, enter the room and exit through the door on the right wall.

FIND THE HIDDEN BLACK BOX IN BLAUSTEIN'S APARTMENT

Open the door and move stealthily across the balcony until you reach a gap in the railing. Jump to grab the horizontal bar above, pull up your legs and cross to the other side. Crouch and walk along the fencing, then move into the shrubbery and slowly walk right, towards the apartment. Jump onto the railing, crouch and drop silently onto the porch area. Wait in the shadows for another guard to exit to the apartment. When he leaves again, sneak up on the guard outside, grab him and knock him out – hide the body. Use the Optic Cable underneath the front door, then when the guard walks out of the room, enter. Crouch by the steps leading to the next door, wait for the guard to return, then leg it through the door and follow the corridor to the room at the end. Turn left and slide the painting on the wall, access the computer, then go to the keypad in the room, enter the code and exit to move on to the next stage.

FIND GURGENIDZE'S DEAD DROP IN MOREVI SQUARE TO FIGURE OUT HOW TO GET INTO THE POLICE PRECINCT

On the balcony, walk left and there's a zip wire above that'll take you to a sloping roof. Walk up the roof and enter the doorway at the top. At the lift shaft, jump towards the vertical lift cable and you'll automatically grab hold of it. Slide down and get onto the top of the lift, then open the trapdoor and drop inside. Exit the room. Crouch and follow the walkway to some steps – there are two police officers talking at the bottom of the steps. Walk slowly down them, then take the next flight of stairs. Stop about halfway down, turn left to face the officers, then jump to grab hold of the ledge. Move along it, around the corner, to the end. Then pull yourself up and drop down into the shrubbery. Move to the end of the shrubbery, then quietly follow the alleyway until you reach an area with a fountain. Cross the area to some bushes with a red light behind them. There's a hidden tunnel here. Crouch and follow it

INSPECT YOUR GADGETS

Gadget tips for anyone who thinks stealth is simply hitting someone round the head!



AIRFOIL ROUND

A non-lethal projectile. A head shot with one of these will knock out an enemy. Hitting them in the body will temporarily stun them giving you time to rush up behind and grab them. Useful if you want to interrogate an enemy and need them conscious. Unlike bullets, all non-lethal projectiles are silent and your victim won't make a noise.



STICKY SHOCKER

Incapacitates enemies but doesn't kill them. The best thing is that the results are the same no matter where you hit an enemy, so it's useful if you need to knock out an enemy and can't risk missing. Can also be fired into water to shock multiple enemies that are in contact with the water (and yourself if you don't get out of it first).



THERMAL VISION HEADSET

Useful for seeing distant or hidden enemies (they'll show up bright red). Also good for seeing through smoke and gas. When using thermal vision to read codes that have just been entered on keypads, remember the coldest colours are the buttons that were pressed first: deep blue, blue, then light blue, green, light green, yellow, orange then (warmest) red.



to the end. Use the computer to get the information you need and take the Medical Kit from the wall, then return through the tunnel to the bushes.

USE THE INFO ON GURGENIDZE'S COMPUTER TO GAIN ACCESS TO THE POLICE PRECINCT

An officer will enter the courtyard. Wait until he's stationary with his back to you, then move through the gates on your right. Move slowly to the corner, make sure the civilian has walked away, then follow behind him and take cover between the two bins. There's an officer walking up and down the alley just around the corner. The civilian is also walking around the streets. When it's safe, move from the bins towards the doorway at the bottom of the alley, just behind where the officer pauses. Hide in the corner. Wait for the officer to stop and turn his back to you, then grab him and knock him out. Take the Data Stick from his satchel. Wait until the civilian walks back towards where you started, then move to the end of the alley. When you reach a guard stood with his back to you, creep to the edge up the lattice roof above and jump onto it. Walk across the roof slowly while crouching. At the end, look down – the guard is below. Drop off the roof and land on top of him, knocking him out. Hide his body in any of the dark corners then climb onto the bin in the far corner of the alley. Do a double jump to get up onto the wall with the star.

LOCATE AGENT BLAUSTEIN IN THE POLICE PRECINCT

Walk down the steps ahead, crouch and enter the prison area quietly as the guard walks away from you. Walk past the first prison cell, then do a split jump next to the brick

wall. Wait for the officer to return and, when he's beneath you, drop down and knock him out. Pick up his body and carry it to the end of the hall. Go through the automatic door on your left and drop his body between the two shelving units. Use the computer here, then turn out the lights, activate your night vision and aim your gun at the door. The guard patrolling in the corridor outside will come to investigate – shoot him in the head quickly. Exit the room into the corridor and go right. You'll see a technician through the window. Creep into the room, grab the technician, knock him out, then go to the doorway of the next room. Shoot out the camera on the wall opposite, then walk over to the two gurneys.

ACCESS THE POLICE PRECINCT'S SECURITY SURVEILLANCE SYSTEM

Pick up the Medical Kit on the stool, then double-back to the corridor. Go left and take the door at the end, then ascend the stairs. Open the door at the top and quietly enter the room and walk right. Wait for the police officer to start talking to the civilian, then very slowly move along the right wall and get behind the curtain. Follow this wall and cross the back wall before the conversation ends. Follow the wall to a doorway, enter it, then go up the stairs. In the room at the top, walk quietly past the two officers sat at their desks. Open the second door on the right, enter the room and knock out the officer stood on the other side of the curtain. Finally, use the computer.

MEET JUNIOR WILKES IN FRONT OF THE POLICE PRECINCT FOR EXTRACTION

Double-back, past the two officers and down the stairs. Walk back around the room until you reach some double doors and exit.



→ GEORGIAN DEFENCE MINISTRY



INFILTRATE THE EAST WING OF THE GEORGIAN DEFENCE MINISTRY

Walk to the edge of the roof, by the stovepipe and rappel down the wall to an open window. Climb in, move to the end of the bookcase and wait for the guard to finish walking around and go to his desk. Creep up behind and grab him. Pull him back into the shadows, then knock him out. Shoot out the camera above the door, then use the computer.

DISCOVER VYACHESLAV GRINKO'S WHEREABOUTS BY INTERROGATING HIS DRIVER

Exit the room, then use the Optic Cable underneath the next door and watch the guards at the end of the hall. When the patrolling guard is walking away, enter the hall and sneak into the door on the left. Descend the stairs and shoot out the first security camera. Go down another flight of stairs and shoot out a second security camera. Enter the door at the bottom of the stairs.

Shoot out the security camera on the right wall, then go left, following the wall and staying in the shadows. When you reach the car with its headlights on, look right and shoot out the other security camera. Walk around the corner and you'll see Grinko's driver in the corner taking a slash. Interrupt him before he finishes with a spot of interrogation and when he's finished talking, knock him out and leave him lying in his own urine.

INFILTRATE THE SOUTH WING OF THE GEORGIAN DEFENCE MINISTRY

Return to the stairwell using the same route. There will be a security guard standing by the door you need to take. Pick up the glass bottle from the floor and throw it away from the door to get him to move, then sneak through it. Return up the stairs and through the door you came through before. Go left and sneak up on the guard with his back to you.

Grab him, knock him out and hide his body. Proceed through the door further along on the right. Stop in the doorway, look up and shoot out the camera above. Enter the room and retrieve data sticks from the two computers. Jump onto the desk and pull yourself into the open air duct.

DEACTIVATE THE COURTYARD SECURITY LASER GRID

Move quietly to the end of the air duct, then jump down. Move to the doorway and wait for the security guard to enter the kitchen, spit in his boss's dinner (and we thought it was only us who did that) and leave. Quietly move into the kitchen and hide behind the table on your right. Pick up the bottle next to you and smash it against the wall by the doorway you just came through.

As the chef investigates, move around the table towards the door. Leave when he enters the other room. Sneak up on the guard stood with his back to you, grab him and knock him out. Hide his body in a dark corner and turn out the lights. Exit the double doors, turn right and go down the stairs. Start creeping down the left staircase, wait for the patrolling guard to walk away and walk left at the bottom of the stairs. Sneak up on the stationary guard, grab him,



quickly pull him underneath the staircase and knock him out. Wait for the patrolling guard to turn away, then access the computer. Sneak behind the curtains and wait directly behind the computer in the shadows for the Colonel to sit down. Sneak up behind him and grab him – if the patrolling guard sees you, use the Colonel's body as a shield and shoot the guard in the head.

Drag the Colonel to the retinal scanner behind you and use it. Then knock him out, take a Medical Kit from his satchel and stash his body under the staircase with the other body.

LASER-MIC THE GRINKO AND MASSE CONVERSATION IN THE GLASS ELEVATOR LEADING TO NIKOLADZE'S OFFICE

Go through the automatic door. Walk to the shadows on your left and shoot out the security camera above the door. Equip the laser-mic, then exit through the double doors. Run across the courtyard and hide behind the bushes near the lift. Aim the mic at the lift and listen to the conversation until they reach the top.

INFILTRATE THE NORTH WING OF THE GEORGIAN DEFENCE MINISTRY

As soon as the conversation ends, two security guards will enter the courtyard and start patrolling. You need to reach the metal double doors that are directly across the courtyard from the ones you entered by. If you alert any of them, you'll probably need to shoot them both, unless you can find a good hiding place. When you reach the double doors, collect a Medical Kit to the left of the doors, then climb the trellis to the right.

ACCESS NIKOLADZE'S PERSONAL COMPUTER IN HIS OFFICE

Someone is coming in the lift – quickly enter the door to the left of the lift. Use the Optic Cable by the door and wait for both guards to walk right. Then quietly exit the cupboard, walk left, press the lift call button and enter the lift. Choose to go up. When the doors open, quickly go to the first door on your left – there's a guard on his way. Use the disposable pick instead of the normal Lock Pick to break the lock. Jump onto the desk, face the wall clock and jump up into the duct above. Jump down when you reach the first opening and shoot out the security camera at the end of the corridor. Walk towards the camera and take the first door on the left. Collect the Medical Kit, then climb the ladder, open the trap door and exit onto a roof. Jump onto the edge and go to the stovepipe. Rappel down the wall to the window. Shoot the guard in the head. Enter the office, collect a Frag Grenade from the guard's satchel, then access the main computer. A soldier will be called to the office – return to the window, crouch and drop down to hang from the window ledge. Remain here while the soldier searches the office. When he's gone, access the computer again.

RENDEZVOUS WITH JUNIOR WILKES IN THE BASEMENT PARKING GARAGE FOR EXTRACTION

Exit the office, turn left and follow the corridor. Take the first door on the left and go to the bottom of the stairs. Collect the First Aid Kit and exit the door. Draw your gun and shoot the guard, then run to where he was stood – the lift shaft is to your right. Guards are coming down the stairs behind you

– quickly jump onto the vertical pipe and slide to the bottom. Now turn left and keep following the wall. When you reach Junior Wilkes, talk to him.

GFO OIL RIG

INFILTRATE OIL REFINERY BY



THE MAIN PIPELINE

Climb the ladder in front of you. Walk right, along some pipes, then jump to grab hold of the horizontal pipe above your head. Move along to the end of it, pulling your legs up to get past the beam. When your path is blocked by a container, drop off the pipe, crouch and walk off the edge of the platform. You will grab onto the edge and can shimmy past the container. Pull yourself back up and continue walking forwards, across a pipe, until you see a platform on your right. Stand on the platform and look up – you'll see a wire. Jump to grab it and you'll slide across to the next platform. Crouch and walk left, then climb the vertical pole. On the pole, rotate so that your feet are above the big pipe, then drop down. Crouch, then drop into the hole in the pipe. Turn on your night vision and move to the end of the pipe.

TRAIL THE MERCENARY TECHNICIAN

Climb the ladder in front of you and open the trap door. Climb the ladder on the side of one of the posts. At the top, jump off it to the right. On the platform at the top, there's a tool box – climb onto it, then jump up and grab the horizontal pipe. Pull your legs up and move along to the end. Wait for the patrolling guard on the platform



below to stand underneath you, then drop down on top of him to knock him out. Turn left and climb up the steps. There's an explosion further along the platform. Wait for the technician and his guards to walk away, then draw your pistol and shoot the guard that runs out. Follow the technician and his guards, making sure they don't spot you. Wait by the corner for them to enter a building. A guard will wait at the door – shoot him in the head. Turn back around and go behind the tank. Follow the wall around the side of the building.

RETRIEVE THE LAPTOP FROM THE MERCENARY TECHNICIAN'S BRIEFCASE

Jump onto the red piece of machinery. The window above will be shot out and Lambert will tell you about a change of plan. Jump and hold onto the horizontal pipe above you. Pull up your legs and move through the window. One soldier has stayed behind to shoot and destroy the computer equipment. Drop down and shoot him in the head. Collect a Medical Kit from the shelf, then exit through the door the technician went through and climb the stairs. Just before you reach the top, turn left and shoot the container on the higher platform to kill the soldier, then shoot the soldier ahead. Run around the building ahead and go down the steps. Go through the gate and shoot the guard on the other side. Enter the door to your left. Go through the next door, exit and go left. Grab the technician, interrogate him and pick up the Briefcase to end the mission.

PART TWO OF OUR WALKTHROUGH CONTINUES NEXT ISSUE!

GUIDE PART TWO

DEVIL MAY CRY 2

After helping you with Dante's scenario, we finish up with the walkthrough to Lucia's disc, and more besides

MISSION 1

'S' RANK CONDITIONS



Clear Time: Less than 9:01 mins

Orbs: More than 3,999

Stylish Average: More than five 'Show Time!' combos

Damage: None

Items Used: None

Secret rooms: Two **Blue Orbs/Fragments:** 0/4
Search this village for 45 Red Orbs, making sure you break the chimneys on top of the buildings to reveal more. When you have 45, head through the door. Kill the enemies in the new area and jump through the hole to the outside area. Now jump into the waterway and search the grating for Secret Room #1, which contains a Blue Orb Fragment. Head down the street to the Time Statue and then jump up onto the ledge above for a Blue Orb Fragment.

Keep heading up the street, jump up onto the rooftops and then onto the pillar near the large doors at the corner for some hidden Red Orbs. Head up towards the castle. Go up the steps past the arch and then jump up onto the shoulder of the large statue and then up onto its head for another Blue Orb Fragment. When you reach the top, smash the statues and search the face around to the left of the double doors for Secret Room #2, which contains another Blue Orb Fragment. Go through the doors to end the mission.

MISSION 2

'S' RANK CONDITIONS



Clear Time: Less than 10:01 mins

Orbs: More than 2,499

Stylish Average: More than nine 'Show Time!' combos

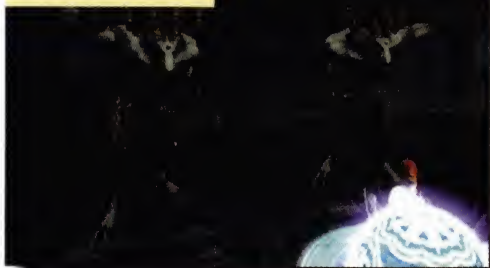
Damage: None

Items Used: None

Secret rooms: None **Blue Orbs/Fragments:** 0/2
Grab the Red Orbs from the stairs and attack the orb trigger at the top before defeating the enemies to get the Aerial Heart. Fly up through the hole then climb the stairs and jump up on the platforms. Destroy the statue for the Darts and jump up further to get a Blue Orb Fragment. Keep heading upwards until you reach an orb generator and a circular platform. Stand on it. Fly up and hit the trigger orb and then fly up through the opening that is revealed. Head up the stairs, breaking the statues to get some Red Orbs.

Boss strategy: This Tartarussian has two attacks – it will swing its mace balls at you and knock you away when close. Simply activate your Devil Trigger and get in close, then when that expires, retreat to a safe distance and throw knives at it until your DT gauge is restored. When

■ **DUAL GHOULS** You'll need to tame both of these to progress...



the boss is defeated, get the Arcana Spada Sword and Blue Orb Fragment from the small area that opens up and then head up the stairs and jump over the wall.

MISSION 3

'S' RANK CONDITIONS



Clear Time: Less than 8:01 mins

Orbs: More than 4,999

Stylish Average: More than 19 'Show Time!' combos

Damage: None

Items Used: None

Secret rooms: Two **Blue Orbs/Fragments:** 3/1
Head around the corner and dodge the fire pillars by rolling down the hill. Kill the Goatlign triggering them at the bottom and go through the large wooden door to the left to get the Klyamoor. Exit the room and go through the large stone door, then run down the street and jump onto the large wall carving. Jump up onto the next one and grab the Blue Orb before heading towards the boarded up archway. Smash through it, run down the road and jump up the left-hand cliff to get a Blue Orb Fragment.

Go down to the waterfront and use the Red Orb generator. Ignore the arch on the right and head along to the main doorway. Kill the enemies and search the carving below the stairs to find Secret Room #3 which contains a Blue Orb Fragment. Go up the stairs and through the door. Get the large Red Orb and the Healing Heart and head back outside. Go through that archway you passed on the waterfront and head up the stairs to find Secret Room #4, containing a Blue Orb Fragment. Go through the doors below to encounter another boss.

Boss strategy: You defeat Jokagulum, the large squid-like creature exactly the same way as with Dante. Just keep back, dodging its tentacle attacks and fill up your DT gauge by throwing knives at it. When your DT gauge is full, take out one of the tentacles and then move in close to the head, repeatedly slashing at it until your DT runs out.

MISSION 4

'S' RANK CONDITIONS



Clear Time: Less than 5:31 mins

Orbs: More than 1599

Stylish Average: More than 19 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: None

Blue Orbs/Fragments: 0/1
Jump over the lip of the tunnel entrance to get a Blue Orb Fragment before heading down, killing the Infestants and grabbing the Offence Heart. Now head to the street.

Boss strategy: Same as Dante – gradually knock down its energy with your daggers and when it jumps at you, attack by activating your DT. Head through the next tunnel and into the main area to fight another boss.

Boss Strategy: Easy, simply stand on the bridge and keep jumping and throwing knives.

LUCIA'S COMBOS

Any of these can be started with a direction instead of the first **△** which has her kick and slash rather than slash twice

Three-hit combo – **△**, **△**, **△**

Four-hit combo – **△**, **←**, **△**, **△**

Five-hit combo – **△**, **△**, **←**, **△**, **△**

Air combos (after jumping)

Heel drop – **△**

Front snap kick – **←**, **△**, **△**

Lunging kick – (hold **□**) **←**, **△**, **△**, **△**

Sky High – (hold **□**) **△**

Rapid Fire – (hold **□**) **→** + **△**

Lush – (from a jump) (hold **□**) **△** (as you land)

Lush variant – (from a jump) (hold **□**) **△** (before you land)

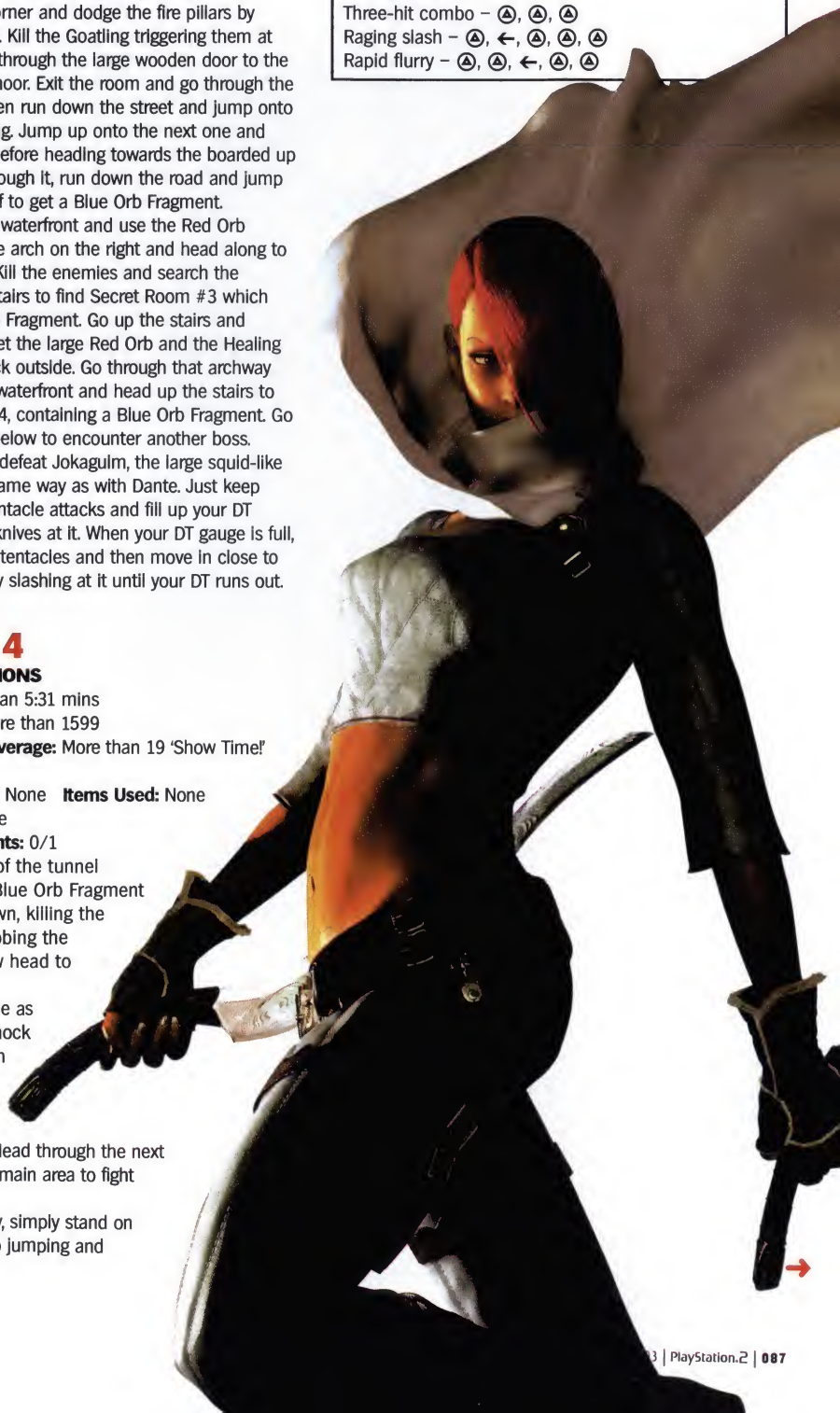
Triple air kick – (hold **□**) **←**, **⊗**, **△**, **△**, **△**

DT combos

Three-hit combo – **△**, **△**, **△**

Raging slash – **△**, **←**, **△**, **△**, **△**

Rapid flurry – **△**, **△**, **←**, **△**, **△**



MISSION 5

'S' RANK CONDITIONS

Clear Time: Less than 7:31 mins
Orbs: More than 2,999
Stylish Average: More than 19 'Show Time!' combos

Damage: None **Items Used:** None
Secret rooms: One **Blue Orbs/Fragments:** 0/2
 Jump down to the lower section, kill the enemies and head up through the door on the other side. Run down the hall and through the door, then enter the plane to get the Cranky Bomb. Exit the plane and go through the door at the back then activate the orb trigger and leave pretty sharpish. Head back the way you came and when you reach the room you started in, go through the garage door. Jump down to the lower section, run behind the gas cylinders for a Blue Orb Fragment and go through the door. Attack the trigger orb and head down the slope. Go past the door at the bottom and top-up your DT gauge on the refill spot. Enter the middle area, use the Red Orb generator and then fly up to get the Flame Heart. Now go through the door at the bottom of the slope. Jump down and go through the hole in the wall, then use the Evil Heart to receive the Electro Heart. Head back out and go through the newly unlocked door, then dash down the tracks, searching the area for Red Orbs, before getting on the elevator. When you reach the top, go through the right-hand door for Secret Room #5, which also contains a Blue Orb Fragment, and then out through the door.

■ **ANGEL INTERCEPTOR** Use your Devil Trigger to kick ass and hit floating switches...



MISSION 6

'S' RANK CONDITIONS

Clear Time: Less than 10:31 mins
Orbs: More than 1,999
Stylish Average: More than 14 'Show Time!' combos

Damage: None **Items Used:** None
Secret rooms: One **Blue Orbs/Fragments:** 0/2

Defeat the various creates and go headlong into a boss confrontation...

Boss strategy: The giant moth itself won't attack, instead it will deploy eggs that rapidly hatch into hungry larvae that will storm out of the ground and charge at you, at times consuming you whole. Concentrate on killing the moth with your knives first and then when you're left with just the worms, roll to evade them when they burrow out of the ground, then quickly turn and attack them before they disappear again.

Take the Blue Orb Fragment when you resume control, then use your DT to fly over to the ledge with the large hole above it across the water from your starting position to find Secret Room #6 that contains a Blue Orb Fragment. When you come out, you can also use your DT (if you have enough, that is) to fly up to the tops of the large pillars for some hidden Red Orbs.

Drop down into the water and swim down below your starting position to get the Bow Gun before swimming through the door to end the mission.

MISSION 7

'S' RANK CONDITIONS

Clear Time: Less than 7:01 mins
Orbs: More than 3,999
Stylish Average: More than nine 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: One **Blue Orbs/Fragments:** 1/1

Swim down the passage and into the small alcove to get a Blue Orb, then head up through the hole and follow the trail of orbs through the door. Take the Aqua Heart from the pedestal, kill the Auromancers and jump up on the ledge above. Jump up to the next room and break the urns for some Red Orbs, then jump over to the right doorway for Secret Room #7, which contains a Blue Orb Fragment.

Head down the right hallway and jump into the water. Swim down into the next room and up through the hole indicated by the cut-scene. Kill the Sargassos and quickly light the six trigger orbs to reveal a series of platforms. Climb up these and activate the orb trigger

■ **I LOVE LUCIA** With her huge arsenal of ninja moves, Lucia rocks!



MAKE THE GRADE

How to go from Casper to Cushing in three, not so easy, stages. Can you live through this lot? If you can't we will be laughing our nuts off...

GRADE 1: AMATEUR

Complete the game with both characters, visiting every secret room along the way.

GRADE 2: PRO

Using the Mission Select to replay each mission again, get an 'S' Rank on every level.

GRADE 3: MASOCHIST

Having done the others, all that's left is to complete Dante and Lucia must die modes.

at the top before swimming back down to the previous room and down through the hole for another boss battle. **Boss strategy:** This Tateobesu stealth fish has three forms of attack – electrical, charges and bites. Keep moving and firing your Bow Gun to gradually knock it down and when it cloaks itself, watch out for its outline to avoid getting bitten. If it charges at you, simply activate your DT to avoid getting hit.

MISSION 8

'S' RANK CONDITIONS

Clear Time: Less than 8:31 mins
Orbs: More than 4,999

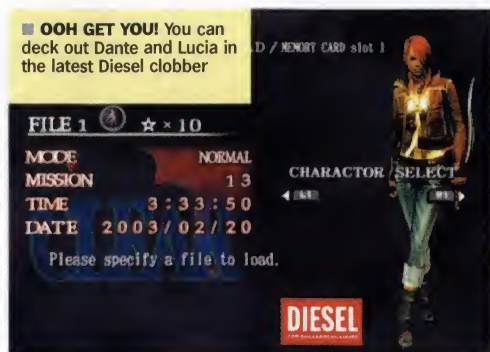
Stylish Average: More than 19 'Show Time!' combos
Damage: None **Items Used:** None
Secret rooms: One **Blue Orbs/Fragments:** 1/2

Search the small square area right above you for Secret Room #8, which contains a Blue Orb Fragment then defeat the nearby enemies and take the Gold Orb from behind one of the pillars. Swim through the hole in the ceiling and jump out of the water before walking up to the big eye. Hit the fireball back at the eye three times with your sword to break the seal and raise the water, then kill the Erupt Cells and search behind the broken statue to find a Blue Orb Fragment. Swim up to the area above the Fragment for some Red Orbs, then head through the hole and jump out of the water. Use the orb generator, head down the hall and jump into the water again. Swim down through the hole in the next room and get the Blue Orb before swimming back up through the tunnel, through the hole behind the pillars, jumping out and going through the door.

Break the eight required orbs and use the waterfall platforms to jump up to the door. Kill the enemies and attack the three stone orbs. The purpose of this is to weaken them all sufficiently so that you are able to break all three in quick succession to get the Quick Heart from the next room. Head through the far door to fight another boss.

■ **WATER WORLD** Unlike Dante, Lucia can swim, putting a new slant on her scenario





Boss strategy: Simply sit back out of range of his mace and repeatedly hurl knives at him. When your DT is charged, get in close with some sword attacks to speed up the process.

MISSION 9

'S' RANK CONDITIONS



Clear Time: Less than 1:31 mins

Orbs: More than 1,599

Stylish Average: More than 11 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: None **Blue Orbs/Fragments:** 0/0

Boss strategy: Just use your daggers to gradually chip away at his energy and when he moves to the side tables, get in close with sword attacks, preferably DT-powered! Your biggest problem is staying locked on to him as his minions will repeatedly distract you.

MISSION 10

'S' RANK CONDITIONS



Clear Time: Less than 7:31 mins

Orbs: More than 5,499

Stylish Average: More than 19 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: One **Blue Orbs/Fragments:** 1/1

Move forward and get the Red Orb on top of the pillar, then kill the AbyssGoats and activate the trigger orb. Next up, search the door on the left side of the street to find Secret Room #9, which contains a Blue Orb Fragment. Head down the side street, jump up on the rooftops, get the Gold Orb and activate the trigger orb. Then jump up through the hole into the arena and get the Blue Orb.

Head down the hallway, activate the trigger orb and proceed down to the large open area to get the Zambak.

Run down the street, kill the Agonofinises and head down the path to the left. Kill the various mancercs and jump up on to the sculpture on the building before jumping over to the ledge to activate the trigger orb. Then head through the large door and strike the eyeball in the middle of this new area.

Boss strategy: Remember this spider from the original *Devil May Cry*? Well it's a lot easier to kill! Use your DT to take off as much energy as you can, then switch to your daggers to take off more from a safe distance. If you like, you can jump on top of him to attack like in the first game.

MISSION 11

'S' RANK CONDITIONS



Clear Time: Less than 3:31 mins

Orbs: More than 1,999

Stylish Average: More than seven 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: None **Blue Orbs/Fragments:** 0/0

Strike the central eyeball and trigger a timed combat sequence. Look for the dead eye mound on the ground and knock one of the enemies into it to get the Chrono Heart. Once you have that, kill the enemies as fast as you can and enter the portal. If you fail to defeat them all within the time, strike the eyeball again to trigger a second sequence.

MISSION 12

'S' RANK CONDITIONS



Clear Time: Less than 9:01 mins

Orbs: More than 6,999

Stylish Average: More than 19 'Show Time!' combos

Damage: None **Items Used:** None



Secret rooms: One **Blue Orbs/Fragments:** 1/1

When you attempt to go through the door, some BloodGoats will appear, so kill them all before going through. Head up in the elevator then when you leave, go right, break the vase and search the wall for Secret Room #10, containing a Blue Orb Fragment. Continue down the hallway, breaking the vases for Red Orbs, then head down the smaller passage and through the door. Continue breaking vases and head through the door before killing the Jomothumsiras and getting the Sacrilege. Use it on the door to go through and run back into the small room and through the door.

Avoid the balls and jump up onto the tier to get the Sacrilege at the end, then run back along the tier and get the Blue Orb above the entrance. Use the Sacrilege on the door, follow the trail of Red Orbs and head through the next door for a boss battle.

Boss strategy: Just sit back and repeatedly chuck daggers at the three faces and evade them when they swoop in close. When they all converge into a single face, activate your DT and keep throwing daggers, taking evasive manoeuvres when it unleashes its huge mean bolt attack.

Exit via the large mouth-shaped door then go back in to kill the BloodGoats and Demonochoruses and get the Sacrilege. Use it in the mouth and exit the room. Go up the elevator and then go through the door.

MISSION 13

'S' RANK CONDITIONS



Clear Time: Less than 4:01 mins

Orbs: More than 799

Stylish Average: More than seven 'Show Time!' combos

Damage: None **Items Used:** None

Secret rooms: None **Blue Orbs/Fragments:** 0/0

Boss strategy #1: Get close to Possessed Arius so that the majority of his attacks are charges – that way you can easily dodge them and quickly get in a barrage of sword attacks. As usual, just keep using your DT when its charged and you shouldn't have too many problems at all.

Boss strategy #2: Keep shooting Arius Argosax in the mouth and when it swings its tail, jump to the opposite side of the chasm. It might attack by spewing venomous bile at you, if this occurs, double jump to avoid it.



IF IT ALL SOUNDS A LITTLE TOO TOUGH...

Too damn lazy, or rubbish, to do it yourself? Why not use these handy cheats?

TAKE THE GAME APART

For this cheat to work you shouldn't have any existing DMC2 data on your memory card. Play either Dante's or Lucia's first mission, then complete it and save the game. Now reset the PS2, watch the Intro sequence and wait for the 'Press Start' screen to appear. When it does, press L3, R3, **□**, **□**, **□**, **□**, L3, R3. If the code has worked then you'll hear the same sound as if you had just collected an item in the game. Now press **START** to go to the main menu, select 'Load Game' and then load up from your previous save. You can now press **□** or **○** to change your costume and you'll also notice that the 'Mission Select' is now unlocked – which will make it handy for getting any items you missed when going through the game.

GET IT ALL, QUICK!

This trick can be used for unlocking the completion bonuses for each character by only playing through Dante's disc. Simply switch from disc one to disc two

at any time while playing Dante's game and complete it to unlock the extra costume, difficulty level, mission select and bloody palace mode for both characters. You can also repeat this trick when playing through on hard mode to unlock yet further bonuses.

BONUS TABLE

Here's what you can unlock by completing DMC2 with each character and on each difficulty level. It may seem like a whole lotta hard work but believe us when we tell you that it will be worth it.

Character Difficulty Bonuses

Dante.....	Normal.....	Diesel costume, Mission Select
Lucia.....	Normal.....	Diesel costume, Mission Select
Both.....	Normal.....	Bloody palace, hard mode
Dante.....	Hard.....	Trish (from DMC)
Lucia.....	Hard.....	Secret costume
Both.....	Hard.....	Dante/Lucia must die modes
Dante.....	DMD.....	Original DMC costume
Lucia.....	LMD.....	Evil Lucia costume

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

■ X-MEN 2: WOLVERINE'S REVENGE (SLES 51286)

Unlock all Cerebro Files

At the main menu, press **A**, **C**, **A**, **C**, **C**, **C**, **B** + **B**. Go to the bonus section, then to Cerebro to get the information.

Unlock All Costumes

At the main menu, press **A**, **C**, **A**, **C**, **C**, **C**, **B** + **B**.

■ SHOX (SLES 51251)

Easy money

Disable automatic saves before betting. Select to continue without saving, then race. After winning, re-activate automatic saves and overwrite your previous save. If you lost the race, reload the save to try again. Choose a car you wish to gamble for but do not press "Gamble" yet. Instead, remove your memory card, then press "Gamble". You will be asked if you are sure. Select "OK", then the message "Autosave has been disabled" will appear. Select "Continue without autosave". If you lose the race, reset your PlayStation 2, insert the memory card, and you will still have the money. If you win, put the memory card back in after the race, then go to options and autosave. Select "Overwrite file", and you will be able to save the car again.

■ ALL STAR BASEBALL 2004 (SLES 51602)

Easy points

Start a two player game with only one actual player. Throw a perfect game, striking out every batter. Save the game in the bottom of the ninth inning with two strikes and two outs. Finish the game, collect your points and save the options. Reload the game and repeat to collect the points again. Change to the team that you are facing and

make them play poorly, allowing your original team to score a lot of runs. In the last inning, switch back to your team and claim your team's cheaply made points.

Easy homeruns

When controlling Barry Bonds at bat, press the **C** so that you are on "Power" and not "Contact". When you are on "Power" only the yellow box will appear, and when you are on "Contact" there will be a shaded area covering the yellow box. If the pitch is up and in, move the box there and swing. It will almost always be an automatic homerun.

Free balls

If you are down in the count or need a quick ball, pretend to lay down a bunt. Pull back while the pitcher is in motion. This should result in a ball being thrown. However, this only works up to two times when at bat.

Throw 'Hard 4 Seam Fastball' correctly

If you have a pitcher or created player that throws a Hard 4 Seam Fastball, always place the pitching cursor below where you want the pitch to go. The pitch will automatically rise after the pitcher releases it. However, with other pitches (curveball, slider and changeup) the ball will end up where you put the pitching cursor.

Restore pitcher's energy

Wait until your pitcher has low energy, then pause the gameplay. If your pitcher is still on the mound, go to "Save Game and Quit", then save the game. Restart the PS2, and when you go to the main menu, load the game. When you finish loading, it should automatically take you back to the game, and it should show your pitcher on the mound with a full green energy bar.

View player's energy in Franchise mode

When at the main menu in Franchise mode, go to "GM Office", then "Roster Management", then "Disabled List". Press **X** and look through your players to see which ones are tired

(except pitchers). If a starting player is tired, you should bench and rest him for one game.

Change jerseys in Franchise mode

Before playing in a Franchise mode game, go to "Quick Play", and on the team's options highlight "Change Uniform". Go back, exit Quick Play, load the franchise, then when you get to the "Play Game" screen in the options, your pointer will be on the blacked out uniform section. Press **X** and you can change uniforms. Once you change lineups or pitchers, this option is no longer available; it only works for that one game.

Demote player without other teams claiming him off waivers

Go to the Player Editor and make all his stats "D" - this way no teams would want to claim him off waivers. When you want to promote a player back to the Major Leagues, change his ratings back to his default settings.

Easy win

Start a game with and set the skill level on anything except "Manage Only". Pause gameplay and go to "Controller Select". Switch the controller to the team that you want to lose. Go into "Team Management" at the pause screen. Change the pitcher and the fielders to the wrong positions. You can also put pitchers in as pinch hitters. Now return to "Controller Select" and change back to your original team. The CPU may switch the players around, but you can put the wrong ones in again. You will not get any card points if you play the entire game with the losing team. However, there is a slight chance of your game freezing if player positions are swapped too often.

■ WORLD OF OUTLAWS SPRINTCARS (SLES 51213)

Best configuration for all tracks

Enter MEGEDERECK as a name on the Career mode screen.

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■ **HEY DJ** The Sims love the juke box, but who says it was her turn to choose?

THE SIMS

Play puppet master to the max!

Want to know how you can unlock some cool stuff in Story mode? It's all right here...

HOUSE	ITEM	HOW TO UNLOCK
Money From Mom	Aroma Machine	Cook a successful dinner
Money From Mom	Vanity Mirror	Fix the TV
Money From Mom	Treadmill	Get a job
Money From Mom	Museum (two-player game)	Borrow \$800 from Mom
Money From Mom	Beejaphone Electric Guitar	Complete house in 24 hours or less
Reality Bites	Ice Chest	Get promoted to level two
Reality Bites	Teppanyaki Table	Get promoted to level three
Reality Bites	Bug Zapper	Increase house value from \$34,561 to \$35,711
Reality Bites	Frat House (two-player game)	Move in with Dudley or Mimi
Reality Bites	Repairman	Repair all broken objects
Reality Bites	Maid	Clean up all the mess
Reality Bites	Coat of Arms	Complete house in four days or less
Party Animals	Strip Poker Table	Get promoted to level four
Party Animals	Master Suite Tub	Get promoted to level five
Party Animals	Tree swing	Increase house value from \$53,180 to \$54,680
Party Animals	Motel (two-player game)	Throw a raging party
Party Animals	Park (two-player game)	Greet and feed Bobo the Bum
Party Animals	Head In Jar Curio	Complete house in eight days or less
Hot to Trot	Sonic Shower	Get promoted to level six
Hot to Trot	Carving Block	Get promoted to level seven
Hot to Trot	Love Bed	Increase house value from \$46,050 to \$48,050
Hot to Trot	Club Abhi (two-player game)	Throw a raging party
Hot to Trot	Park (two-player game)	Greet and feed Bobo the Bum
Hot to Trot	Wurl N' Hurl Jukebox	Complete house in eight days or less
Who Loves Ya Baby	Sand Box	Raise first child from baby
Who Loves Ya Baby	Lawn Sprinkler	Raise second child from baby
Who Loves Ya Baby	Maid's House	Get promoted to level eight
Who Loves Ya Baby	2 Swimming Pools	Get promoted to level nine
Who Loves Ya Baby	Park (two-player game)	Greet and feed Bobo the Bum

PROMOTION

PlayStation®2

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PlayStation.2
OFFICIAL MAGAZINE-AUSTRALIA



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PIN	GAME	CHEAT
13161	Grand Theft Auto: Vice City	Health
13162	Grand Theft Auto: Vice City	Armour
13163	Grand Theft Auto: Vice City	Floating Cars
13167	Grand Theft Auto: Vice City	Unlock Tank
14261	The Getaway	Double Health
14262	The Getaway	Armoured Car Weapon
03301	Grand Theft Auto 3	Weapons
03302	Grand Theft Auto 3	Money
03303	Grand Theft Auto 3	Tank
03304	Grand Theft Auto 3	Dodo Mode
03305	Grand Theft Auto 3	Break off Limbs
06791	Tenchu: Wrath of Heaven	All Characters
06792	Tenchu: Wrath of Heaven	All Missions
06796	Tenchu: Wrath of Heaven	Hidden Mission
06797	Tenchu: Wrath of Heaven	Bonus Stage
12571	The Sims	All Locked Objects
12572	The Sims	All Objects Free
12573	The Sims	Unlock Party Motel
07671	V8 Supercars Race Driver	Realistic Handling
07672	V8 Supercars Race Driver	Better Damage
04122	Turok Evolution	Weapons
04123	Turok Evolution	Level Skip
04124	Turok Evolution	Ammo
04125	Turok Evolution	Invisibility
04121	Turok Evolution	Invincibility
06843	Medal of Honor: Frontline	One Shot Kills
06844	Medal of Honor: Frontline	Gold Medal for Current Mission
06845	Medal of Honor: Frontline	Photon Torpedoes
06846	Medal of Honor: Frontline	Bullet Shield Mode
06847	Medal of Honor: Frontline	Perfectionist
12521	Lord of the Rings: The Two Towers	Refill Your Health
12522	Lord of the Rings: The Two Towers	Full Arrows/Axes
00061	Drakan	Invincibility
00062	Drakan	Increase Character
00065	Drakan	Money
05401	The Simpsons Road Rage	Halloween Mode
05402	The Simpsons Road Rage	New Year's Day Mode
05403	The Simpsons Road Rage	Thanksgiving Mode
05404	The Simpsons Road Rage	Christmas Mode
12580	007 Nightfire	Bigger Sniper Rifle Clip
12581	007 Nightfire	Level Select
12582	007 Nightfire	Upgrade Q Gadgets
11305	Tony Hawk's Pro Skater 4	Unlock Everything
13541	Jurassic Park: Operation Genesis	Money
13542	Jurassic Park: Operation Genesis	All Research
13543	Jurassic Park: Operation Genesis	Mr DNA
13544	Jurassic Park: Operation Genesis	Market Day
11331	Red Faction 2	Super Health
11332	Red Faction 2	Unlimited Ammo
11333	Red Faction 2	Gibby Explosions
11334	Red Faction 2	Unlock All Cheats
09341	WRC 2 Extreme	Master Code
09342	WRC 2 Extreme	Turbo Mode
09343	WRC 2 Extreme	Overhead View
09344	WRC 2 Extreme	Low Gravity
09345	WRC 2 Extreme	Bouncing Cars
09871	The Scorpion King	Master Code
09872	The Scorpion King	Full Health and Weapons
02171	Dave Mirra Freestyle BMX 2	Unlock All Bikes
02172	Dave Mirra Freestyle BMX 2	Mike Dias
02173	Dave Mirra Freestyle BMX 2	Amish Guy
11331	Hitman 2: Silent Assassin	Super Health
11332	Hitman 2: Silent Assassin	Unlimited Ammo
11333	Hitman 2: Silent Assassin	Gibby Explosions
11334	Soul Reaver 2	Unlock All Cheats
12001	Kelly Slater's Pro Surfer	All Tricks
12002	Kelly Slater's Pro Surfer	All Surfers
12003	Kelly Slater's Pro Surfer	All Suits
12004	Kelly Slater's Pro Surfer	All Boards
12005	Kelly Slater's Pro Surfer	All Levels
03251	Max Payne	Level Select
03252	Max Payne	Health
09021	Conflict Desert Storm	Cheat Menu
04241	Crickets 2002	Super Batsman
01551	Operation Winback	Level Select
01552	Operation Winback	All Weapons and Ammo
01553	Operation Winback	One Hit Kills
01554	Operation Winback	All Multiplayer Characters
05921	No One Lives Forever	Level Select
08701	Mat Hoffman's Pro BMX 2	All Levels
08702	Mat Hoffman's Pro BMX 2	Elvis Outfit
02151	Crazy Taxi	Secret Push Bike
01391	World Rally Championship	Greater Power
01392	World Rally Championship	No Chassis
01393	World Rally Championship	Overhead View
01394	World Rally Championship	Underwater Graphics
04541	SSX Tricky	Unlock Everything
12821	Tiger Woods PGA Tour 2003	Unlock All Courses
12822	Tiger Woods PGA Tour 2003	Unlock All Golfers
12821	Tiger Woods PGA Tour 2003	Super Tiger
08121	Spider-Man: The Movie	Master Code
08122	Spider-Man: The Movie	Unlimited Webbing
08123	Spider-Man: The Movie	All Fighting Controls
08124	Spider-Man: The Movie	Level Select
07391	Soldier of Fortune Gold Edition	Invincibility
07392	Soldier of Fortune Gold Edition	Full Ammo
07393	Soldier of Fortune Gold Edition	Heavy Weapons
02881	Stuntman	All Cars
02882	Stuntman	All Toys
02883	Stuntman	All Filmography

shortlist

Your definitive guide to the ever expanding library of PlayStation 2 games.



So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is PS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award.

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.
AI: Artificial Intelligence.
Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

Boarders: Snowboarders or games featuring the alpine sport.

Coin-op: Coin-operated arcade videogames.

Cut-scene: Explanatory, non-playable scene in videogame (also 'FMV').

CPU: Central Processor Unit. Brains of PS2.

Dev kits: Programmable PS2s used by developers.

D-pad: Direction pad on PS2 controller.

Dual Shock controller: Controller for PSone.

Dual Shock 2: Controller designed for PS2 (with analogue).

ECTS: European Computer Trade Show.

E3: Electronic Entertainment Expo (US).

Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.

FPS: First-Person Shooter (eg Quake III).

Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.

High res: High resolution (graphics).

HUD: Head Up Display. Screen furniture such as map, speedometer, etc.

Iconography: Graphical shorthand defining game, genre etc.

Low res: Refers to poor quality graphics.

L3: Pressing down on the PS2 controller's left joystick.

Mini-games: Bonus, playable games found in larger titles.

Polygon: Building block of videogame graphics.

PSone: The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

Real-time: When one second of game time equals one second in the real world.

RPG: Role-playing game.

RTS: Real-time strategy.

R3: Pressing down on the PS2 controller's right joystick.

Sim: Simulation.

Strafe: Move sideways while looking straight.

USB: Port to connect peripherals such as keyboard to PS2.

"If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here."

007 NIGHTFIRE ★ OVERALL 08
Aside from the occasionally iffy AI, this has enough variety to make a solid single player game, and the multiplayer gives it longevity.
BRONZE PlayStation 2
OVERALL 06

18 WHEELER OVERALL 06
Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

2002 FIFA WORLD CUP OVERALL 07
The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.

ACE COMBAT: DISTANT THUNDER OVERALL 07
Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.

AFL LIVE 2003 OVERALL 06
Good enough to be a must buy for footy fans, but not flashy or deep enough to compete with big budget sport sims.

AGGRESSIVE INLINE ★ OVERALL 08
There's more than enough inline action to keep you impressed and entertained until the next Tony Hawk says, "Buy me, dude!"
BRONZE PlayStation 2
★ OVERALL 08

AIRBLADE ★ OVERALL 08
Intricate visuals, sublime handling, massive airs - everything you could want hoverboarding to be. Back to the Future anyone?
BRONZE PlayStation 2
OVERALL 07

ALL-STAR BASEBALL 2002 OVERALL 07
An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

ALONE IN THE DARK: THE NEW NIGHTMARE OVERALL 06
An undeniably scary survival horror game series, but one that fails to frighten the pants off the PS2 in this comeback.

AQUA AQUA: WETRIX 2.0 OVERALL 07
Addictive, well-realised update of the N64 puzzler Wetrix. Essentially it's Tetris with water. Weird, but worthwhile.

ARCTIC THUNDER OVERALL 07
Crude visuals, but plenty of fast and furious gameplay.

ARMORED CORE 2 OVERALL 07
Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.

ARMY MEN AIR ATTACK: BLADE'S REVENGE OVERALL 02
Very dull helicopter game. Hardly surprising from arguably the worst series of games to grace a console.

ARMY MEN: GREEN ROGUE OVERALL 01
On-rail shooter that manages to sink to new depths of soldering tedium. Avoid at all costs.

ARMY MEN: SARGE'S HEROES 2 OVERALL 03
Another poorly realised shooter, from the series that stars the little green plastic soldiers.

AUTO MODELLISTA ★ OVERALL 08
The love-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this is a fairly serious racing game.
BRONZE PlayStation 2
★ OVERALL 08

BALDUR'S GATE: DARK ALLIANCE ★ OVERALL 08
Play D&D on a console! Quite simplistic and arcadey, but this is still a great RPG that adds nicely to the PS2's line up.
BRONZE PlayStation 2
OVERALL 07

BARBARIAN OVERALL 07
A rough-cut fighting game with RPG elements and branching storylines.

YOUR KEY TO SHORTLIST

GOLD
Only for games that scored the elusive 10/10.

SILVER
Awarded to games with a mighty 9/10.

BRONZE
Given to games that scored an impressive 8/10.

TOP 5 YOUR MUM'S FAVOURITES



1. PARAPPA THE RAPPER 2

Cooking, keep-fit and saving the world. The basic staple of any mother's diet.

2. THE SIMS

An opportunity to build the family she always wanted... but never got.

3. ICO

Grabbing a young girl by the wrist and trying to tempt her to somewhere she doesn't want to go.

4. TETRIS WORLDS

Obsessively arranging pointless objects and getting pleasure out of it.

5. GTA: VICE CITY

Yo' mamma plays this while you're at school. She's better at it than you are.

BATMAN VENGEANCE OVERALL 06
Interesting action adventure, but just a little too 'on rails' to provide a real challenge.

BLADE II OVERALL 04
Cruddy controls stop this otherwise peachy beat 'em up from realising its full potential.

BLOODRAYNE ★ OVERALL 08
BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care.
BRONZE PlayStation 2
★ OVERALL 08

BURNOUT ★ OVERALL 08
OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claim bonus.
BRONZE PlayStation 2
★ OVERALL 08

BURNOUT 2: POINT OF IMPACT ★ OVERALL 08
An even more intense racing experience than its predecessor. The Fast & the Furious in a video game.
BRONZE PlayStation 2
★ OVERALL 08

CAPCOM VS. SNK 2 ★ OVERALL 08
A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two player fun.
BRONZE PlayStation 2
OVERALL 06

CART FURY: CHAMPIONSHIP RACING OVERALL 06
Arcade racer with crazy physics and a dose of high-speed hard shouldering.

COLIN MCRAE RALLY 3 ★ OVERALL 09
Sets new standards in rally racing visuals, with impressive car damage and weather effects. A must have for offroad racing fans.
SILVER PlayStation 2
★ OVERALL 08

COMMANDOS 2 ★ OVERALL 08
A daunting but extremely worthy and rewarding strategy game where the player controls a team of operatives in WWII missions.
BRONZE PlayStation 2
OVERALL 06

CONFLICT ZONE OVERALL 06
A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.

CONTRA: SHATTERED SOLDIER OVERALL 07
A fantastic trip down memory lane for old school veterans, but Contra may confuse or confound the contemporary gamer.

CRASH BANDICOOT: THE WRATH OF CORTX OVERALL 06
Crash spins onto PS2 but little has changed from PSone. Time for some new ideas with titles like Ratchet & Clank setting the new standards.

CRAZY TAXI ★ OVERALL 08
Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.
BRONZE PlayStation 2
★ OVERALL 08

CRICKET 2002 ★ OVERALL 08
The best leather-on-willow sim on any console, ever. Relax and make like it's always summer.
BRONZE PlayStation 2
OVERALL 07

DARK CLOUD OVERALL 07
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.

DAVE MIRRA FREESTYLE BMX 2 OVERALL 07
Orthodox but impressive, this BMX sim has an inventive array of tricks.

DEAD OR ALIVE 2 OVERALL 07
Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.

DEF JAM VENDETTA ★ OVERALL 08
Some more options would have made this a true champion, but it's still a worthy contender. SmackDown watch out!
BRONZE PlayStation 2
★ OVERALL 09

DEUS EX ★ OVERALL 09
The thinking man's action shooter and genre-busting game that redefines expectations. Superb.
SILVER PlayStation 2



DEVIL MAY CRY

Melding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.

★ OVERALL 09
SILVER
PlayStation 2

DEVIL MAY CRY 2

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies.

★ OVERALL 08
BRONZE
PlayStation 2

DNA

Gene warfare and confusing puzzles abound in this bizarre manga adventure.

OVERALL 06

DONALD DUCK: QUACK ATTACK

A first-generation platformer that suffers from Stone Age gameplay and graphics.

OVERALL 04

DRAGON'S LAIR

Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.

OVERALL 02

DROPSHIP: UNITED PEACE FORCE

Impressive combat sim that rewards commitment with paced and varied gameplay.

★ OVERALL 06

DYNASTY WARRIORS 3

More of the same great mass battles and explosive action, marred only slightly by samey gameplay.

★ OVERALL 08
BRONZE
PlayStation 2

DYNASTY WARRIORS 3: XTREME LEGENDS

A solid, entertaining expansion pack that will have Dynasty Warriors 3 fans whooping with joy.

OVERALL 07

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new, calm underwater adventure.

★ OVERALL 08
BRONZE
PlayStation 2

ENDGAME

Sets a new standard in the lightgun shooter genre. Innovative, refreshing and most of all, a tonne of fun.

★ OVERALL 09
SILVER
PlayStation 2

ESCAPE FROM MONKEY ISLAND

Adventure that includes smart visuals, witty script and intelligent puzzles.

★ OVERALL 08
BRONZE
PlayStation 2

ESPN INTERNATIONAL TRACK & FIELD

Graphically impressive athletics sim marred only by iffy AI.

OVERALL 06

ESPN NATIONAL HOCKEY NIGHT

Other hockey sims on the market with better gameplay put this in the sin bin.

OVERALL 06

ESPN NBA 2NIGHT

Hardcore gameplay makes this one for basketball heads only.

OVERALL 06

ESPN X GAMES SKATEBOARDING

Not-so-extreme skateboarding sim with some unsightly graphical glitches. You're better off sticking with Tony Hawk's.

OVERALL 05

ESPN WINTER X-GAMES SNOWBOARDING

Lifeline snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.

OVERALL 06

EOE: EVE OF EXTINCTION

A dull, button mashing affair.

OVERALL 05

EVERGRACE

An ultimately depressing RPG, that fails to engage the player at any meaningful level.

OVERALL 02

EVIL TWIN

Adventure from the dark side of platforming. Average, so-so animation with 76 levels of twisted plot.

OVERALL 05

EXTERMINATION

Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

OVERALL 07

EXTREME-G 3

A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wipeout series.

★ OVERALL 08
BRONZE
PlayStation 2

F1 2001

Another solid PS2 Formula One title, but ultimately it's a tad soulless.

OVERALL 07

F1 CHAMPIONSHIP SEASON 2000

Hardcore F1 fans will find this a little too easy.

OVERALL 06

FANTAVISION

The world's first fireworks game. Not enormous, but of rare and random beauty.

OVERALL 05

FERRARI F355 CHALLENGE

One of the most realistic racing simulations ever. More for driving game experts than casual racers.

OVERALL 07

FIFA 2003

Despite closing the gap with a more realistic football simulation, this is still a goal behind Pro Evolution Soccer 2.

★ OVERALL 08
BRONZE
PlayStation 2

FINAL FANTASY X

Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

★ OVERALL 09
SILVER
PlayStation 2

FORMULA ONE 2003

Another F1 corker! All the drivers, tracks and cars included. Load it up and feel the speed. Feel the need for speed.

★ OVERALL 08
BRONZE
PlayStation 2

FREEKSTYLE

This is potentially a great game, but it's scuppered by careless lack of fairness and failure to reward skill with progression.

OVERALL 07

FUR FIGHTERS

Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

★ OVERALL 08
BRONZE
PlayStation 2

G1 JOCKEY

More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

OVERALL 05

GIO GIO'S BIZARRE ADVENTURE

Brilliant cel-shaded graphics bring a cast of weirdo anime characters to life in a fighting game based on a comic series.

OVERALL 06

GHOST RECON

A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

OVERALL 07

GIANTS: CITIZEN KABUTO

The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

OVERALL 06

GITAROO MAN

If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

★ OVERALL 08
BRONZE
PlayStation 2

GLOBAL TOURING CHALLENGE: AFRICA

An impressive racer that is further lifted by clever use of interesting locations.

OVERALL 07

GRAND THEFT AUTO 3

Not quite as good as its neon-soaked, '80s prequel but it's still fantastic fun and can now be found for bargain prices.

★ OVERALL 10
GOLD
PlayStation 2

GRAND THEFT AUTO: VICE CITY

Better than GTA 3 Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

★ OVERALL 10
GOLD
PlayStation 2

GRAN TURISMO 3: A-SPEC

If you didn't know already, GT3 is the greatest racing game in the world. Speed down to the store and buy it now.

★ OVERALL 09
SILVER
PlayStation 2

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

A more accessible version of GT3, with concept cars. Perfect for those who just want to race, rather than play mechanic.

★ OVERALL 08
BRONZE
PlayStation 2

GRAVITY GAMES

An unoriginal rip off of the Mat Hoffman series, offering little reason to break away from the aforementioned pearls.

OVERALL 04

GUMBALL 3000

A decidedly crap racing title that fails to deliver on all fronts. Not something to bother with considering how many other decent racers are about.

OVERALL 03

G-SURFERS

Futuristic racer that's improved by an innovative track editor.

OVERALL 07

GUILTY GEAR X

Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

★ OVERALL 08
BRONZE
PlayStation 2

GUNGRAVE

Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

OVERALL 06

GUN GRIFFON BLAZE

A mech shooter for robot obsessive-types everywhere.

OVERALL 07

SECOND COMING

We resurrect a title from the gaming graveyard.



KELLY SLATER'S PRO SURFER

Wax up your joy pad, it's summer time! Kinda. What better time to revisit a watery extreme sports sim fronted by the petulant prince of the waves himself? Kelly's game came wet on the heels of such offerings as Transworld Surf and Sunny Garcia Surfing but remains a far superior ride. Critics get bogged down in the gameplay similarity to the Tony Hawk's series – with waves not ramps – but this remains the best surfing game to date. The locations, animations and the control system are all yet to be bested.



HALF-LIFE

The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

★ OVERALL 09
SILVER
PlayStation 2

HARRY POTTER AND THE CHAMBER OF SECRETS

Simplistic puzzles and gorgeous graphics make this a winner for younger fans of the books and films.

★ OVERALL 08
BRONZE
PlayStation 2

HEADHUNTER

Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game hidden here somewhere.

OVERALL 07

HAVEN: CALL OF THE KING

An epic platformer game that provides a seamless adventure with no loading interrupting the action.

★ OVERALL 08
BRONZE
PlayStation 2

HEROES OF MIGHT AND MAGIC

Patchy PC-style fantasy adventure.

OVERALL 03

HITMAN 2: SILENT ASSASSIN

A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or pure of heart, but it contains brilliant gaming.

★ OVERALL 09
SILVER
PlayStation 2

INTERNATIONAL SUPERSTAR SOCCER

Genuine squads and more instant gratification take ISS up to the PS2 level.

★ OVERALL 08
BRONZE
PlayStation 2

ISS 2

More arcadey than PES with better commentary, but dodgy ball physics and animation. Not for soccer purists.

OVERALL 07

JAK AND DAXTER: THE PRECURSOR LEGACY

A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes you'll be seeing a lot more of.

★ OVERALL 09
SILVER
PlayStation 2

JAMES BOND 007: AGENT UNDER FIRE

A thrilling single-player Bond experience, with a great four-player mode and beautiful Bond girls.

★ OVERALL 08
BRONZE
PlayStation 2

JEREMY MCGRATH SUPERCROSS WORLD

A motocross game that's just like the real thing (minus the thrills, speed, gritty handling and mud).

OVERALL 03

JURASSIC PARK: PROJECT GENESIS

A prehistoric premise, sure. But Operation Genesis puts a fresh spin on the God sim genre. Hammond would be proud.

OVERALL 07

KENGO: MASTER OF BUSHIDO

A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

OVERALL 06

KELLY SLATER'S PRO SURFER

A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

★ OVERALL 08
BRONZE
PlayStation 2

KESSEN

A real-time strategy game set in feudal Japan, where you get to command a huge army. Strategy fans only.

OVERALL 07

KINGDOM HEARTS

A beautifully produced RPG with Disney and Square characters. Don't let the Kiddy vibe fool you, this one's very tough.

★ OVERALL 08
BRONZE
PlayStation 2

KLONOA 2: LUNATEA'S VEIL

Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

★ OVERALL 06
BRONZE
PlayStation 2

KNOCKOUT KINGS 2001

A more-than-competent boxing sim. Not a match for Rocky though.

OVERALL 06

KURI KURI MIX

A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection.

OVERALL 07

LARGO WINCH

Based on a French comic character, this spy game is too linear, and lacks the interactivity that is needed to maintain a gamer's attention.

OVERALL 05

LEGAIA 2: DUAL SAGA

A Japanese RPG that uses a combat system full of combos and special moves. A host of mini-games prevent this from falling into the 'generic' basket.

OVERALL 07

LEGENDS OF WRESTLING

'Violent ballet' with a shortage of modes and options. There are much better recreations of Pro wrestling.

OVERALL 05

LE MANS 24 HOURS

Accessible for gamers daunted by sim-style vehicle handling, but has depth and thrills.

★ OVERALL 08
BRONZE
PlayStation 2



LMA MANAGER 2002 ★ OVERALL 08
A-grade soccer management game, but for die-hard football fans only.

BRONZE
PlayStation 2

LORD OF THE RINGS: THE TWO TOWERS ★ OVERALL 08
Superb hack and slash gaming based on the movie, not the book. Not very deep, but delivers huge battles.

BRONZE
PlayStation 2

MARK OF KRI ★ OVERALL 08
An enjoyable single player adventure that hacks, stabs and slashes at the beat 'em stereotype. Check it out.

BRONZE
PlayStation 2

MADDEN NFL 2003 ★ OVERALL 08
While realistic enough, of the two major NFL games around, this is the flashier. Best for those who want high scores over realism.

BRONZE
PlayStation 2

MAT HOFFMAN'S PRO BMX 2 ★ OVERALL 08
Whilst impressive in many areas and exceptional in some, MHPB2 doesn't quite live up to expectations.

BRONZE
PlayStation 2

MAX PAYNE ★ OVERALL 08
A fine shooting game that is underrated. Fantastic innovations and a very cinematic feel lifts the action.

BRONZE
PlayStation 2

MAXIMO ★ OVERALL 08
A tribute to Ghosts 'N' Goblins and an excellent mix of retro and modern gaming.

BRONZE
PlayStation 2

MDK2: ARMAGEDDON ★ OVERALL 09
Originally on Dreamcast and PSone, this third-person shooter has lost nothing in translation. Destined to be a cult classic.

SILVER
PlayStation 2

MEDAL OF HONOR: FRONTLINE ★ OVERALL 09
A very realistic FPS that has been wowing audiences the world over since the game was released.

SILVER
PlayStation 2

METAL GEAR SOLID 2: SONS OF LIBERTY ★ OVERALL 10
A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.

GOLD
PlayStation 2

METAL GEAR SOLID 2: SUBSTANCE ★ OVERALL 08
Incredibly comprehensive Metal Gear package for newbies but MGS2 owners will struggle to find \$110's worth.

BRONZE
PlayStation 2

MICROMACHINES ★ OVERALL 08
Nothing particularly 'next-gen' about this instalment of the series, but an excellent racing diversion nonetheless.

BRONZE
PlayStation 2

MODERNGROOVE: MINISTRY OF SOUND OVERALL 06
An entertaining lightshow generator, containing five full dance albums. Not quite up to the standards set by MTV Music Generator.

MONSTERS, INC. OVERALL 04
Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining.

MOTO GP OVERALL 07
Gran Turismo on two wheels? A fantastic motorbike sim that rewards repeated play.

MOTO GP2 OVERALL 07
A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facility.

MOTO GP3 OVERALL 07
A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.

MTV MUSIC GENERATOR ★ OVERALL 09
Home DJ sample/mixer music maker. It's enormous fun and nigh-on faultless. This is exciting and well put together.

SILVER
PlayStation 2

MX SUPERFLY 2003: FEAT RICKY CARMICHAEL OVERALL 07
Polished and engaging motocross sim that utilises its subject matter to great effect. An excellent extreme game.

MX RIDER OVERALL 06
Motocross/supercross sim that lacks the true grittiness and excitement of the sport.

NBA 2K3 ★ OVERALL 08
Not only realistic, but packed with plenty of features as well, offering a wide selection of game modes.

BRONZE
PlayStation 2

NBA HOOPZ OVERALL 06
Instant arcade-styled basketball sim, but there are better ones on the street.

NBA LIVE 2002 OVERALL 06
An update of NBA Live 2001? Only for true basketball nuts.

NBA STREET VOLUME 2 ★ OVERALL 09
A must-own for hoop fans and anyone looking for a solid multiplayer title.

SILVER
PlayStation 2

NEED FOR SPEED: HOT PURSUIT 2 ★ OVERALL 08
One of the better arcade racers to grace the PS2. Truly the best of the NFS series, not just a PS2 update.

BRONZE
PlayStation 2

NFL 2K3 ★ OVERALL 09
This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.

SILVER
PlayStation 2

NFL QUARTERBACK CLUB ★ OVERALL 08
American football game that has unique features, but unable to compete with Madden 2003.

BRONZE
PlayStation 2

NHL 2K3 ★ OVERALL 08
Excellent simulation settings for the die-hard fans, and plenty of arcade thrills for the rest of us.

BRONZE
PlayStation 2

NHL 2003 OVERALL 07
The definitive ice hockey videogame, but only a slight improvement on NHL 2002.

NY RACE OVERALL 05
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic The Fifth Element. Nothing crazy to see here.

ONI OVERALL 07
New character animation in an enjoyable 3rd person sci-fi romp.

ONIMUSHA: WARLORDS ★ OVERALL 08
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an ill PAL conversion, though.

BRONZE
PlayStation 2

OPERATION WINBACK OVERALL 06
Lacks variety, but still an enjoyable stealth shooter, nevertheless.

ORPHEN OVERALL 04
A disappointing anime-inspired Japanese RPG.

PARAPPA THE RAPPER 2 OVERALL 07
Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.

PARIS-DAKAR RALLY OVERALL 05
Based on the race of the same name, this sim does little to inspire interest.

PENNY RACERS OVERALL 04
A half-baked and underfed GT3, with just a few good tracks, it's a difficult one to recommend to anybody wanting a great racer.

POLICE 24/7 OVERALL 05
Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.

POOLMASTER OVERALL 05
Dull pool sim, despite some tidy ball physics.

PRIDE FC ★ OVERALL 08
The new king of the ring! Pride FC is the most realistic fighting simulation available on any system to date. Great stuff.

BRONZE
PlayStation 2

PRISONER OF WAR OVERALL 07
Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.

PRO EVOLUTION SOCCER 2 ★ OVERALL 09
For the second year running, the Pro Evolution series has been the best soccer-sim on any system. Lacks licences, but has total realism.

SILVER
PlayStation 2

PROJECT EDEN ★ OVERALL 08
Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.

BRONZE
PlayStation 2

QUAKE III ★ OVERALL 09
In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks absolutely gorgeous.

SILVER
PlayStation 2

RATCHET & CLANK ★ OVERALL 09
Pure platforming bliss from the company behind the original Spyro the Dragon titles on the PSone.

SILVER
PlayStation 2

RAYMAN 3: HOODLUM HAVOC OVERALL 07
Rayman offers plenty of 'armless fun but he's no match for Ratchets or Raccoons.

RALLY FUSION: RACE OF CHAMPIONS OVERALL 06
A decent offroad racing simulation that only really falls short in that it fails to match the wonders of Colin McRae Rally 3 and WRC II Extreme.

READY 2 RUMBLE: ROUND 2 OVERALL 07
A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.

RED FACTION ★ OVERALL 08
Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed Quake III.

BRONZE
PlayStation 2

REIGN OF FIRE OVERALL 05
Packs plenty of action, but is chaotic to the point where it feels decidedly aimless. Also let down by control issues.

RESIDENT EVIL CODE: VERONICA X ★ OVERALL 09
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting.

SILVER
PlayStation 2

REZ ★ OVERALL 09
Exploring the relationship between sound and colour this techno shooter provides pure gameplay. Unique, and refreshing.

SILVER
PlayStation 2

RIDGE RACER V OVERALL 07
A popular racer, but high hopes were scuppered by the limited size and a lack of originality.

RING OF RED ★ OVERALL 08
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.

BRONZE
PlayStation 2

ROBOTECH: BATTLECRY OVERALL 07
A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

ROCKY ★ OVERALL 08
The best boxing title available for PS2. Has a great story mode that takes the player through the movies. Adrienne!

BRONZE
PlayStation 2

RUGBY 2002 ★ OVERALL 08
So far the only PS2 game to represent this sport. More akin to Madden than FIFA in approach. EA Sports have done it again.

BRONZE
PlayStation 2

RUMBLE RACING ★ OVERALL 08
Fast and furious arcade stunt racer that has tonnes of challenge and replay value, especially in two-player mode.

BRONZE
PlayStation 2

RUN LIKE HELL OVERALL 07
A refreshing sci-fi survival horror title with a host of famous names handling the voice acting.

RUNE: VIKING WARLORD OVERALL 04
A Viking slash-'em-up that should have been confined to the Dark Ages.

SALT LAKE 2002 OVERALL 03
Souless Winter Olympics game. Decent weather effects but the majority of events are rather tedious.

SHADOW OF MEMORIES ★ OVERALL 08
Filmic adventure that keeps the surprises coming with a serpentine plot.

BRONZE
PlayStation 2

SHINOBI ★ OVERALL 08
Shinobi is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.

BRONZE
PlayStation 2

SILENT HILL 2 ★ OVERALL 09
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one game.

SILVER
PlayStation 2

SILENT HILL 3 ★ OVERALL 09
The nastiest game on PlayStation 2 - we dare you to play it!

SILVER
PlayStation 2

SILENT SCOPE 2 OVERALL 07
A worthwhile update of this arcade sniper sim, though the formula is looking tired now.

SILPHEED: THE LOST PLANET OVERALL 03
Tedious top-down shooter. No-one bought a PS2 for games like this.

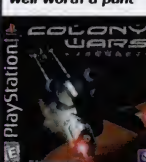
SIR ALEX FERGUSON'S PLAYER MANAGER 2002 OVERALL 06
Adept footy management sim, but lacks the killer goal.

SKY ODYSSEY ★ OVERALL 08
A flight sim where you don't have to shoot anything, just complete crazy missions.

BRONZE
PlayStation 2

PSONE PLAYA

Original PlayStation show stoppers, still well worth a punt



COLONY WARS: VENGEANCE

According to recent rumours, Colony Wars is about to get an online makeover. Not so, say our spies. Either way the series remains one of PSone's tastiest sci-fi treats. This, the second instalment in the franchise, was undoubtedly its high watermark. The branching mission structure works brilliantly, driven along by a genuinely engaging story and sumptuous cut-scenes. Once mastered, the thrust-based control system allowed players to engage in dogfights with genuine depth, and those crisp neon visuals still look stylish today. Admittedly, the handful of levels set over a planet surface were a bit pump, but as interstellar shoot-'em-ups go they don't come much finer. Here's hoping a networked PS2 version is more than just a pipedream.



SLED STORM	OVERALL 06
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.	
SMASH COURT TENNIS PRO TOURNAMENT	OVERALL 07
Deep & stylish this game suffers from disproportionate leaps in difficulty that can be off-putting.	
SMUGGLER'S RUN 2: HOSTILE TERRITORIES	OVERALL 07
Impressively big, fast and frantic, but not much different to its predecessor.	
SOLDIER OF FORTUNE: GOLD EDITION	OVERALL 05
No-brainer first-person shooter that's average at best. Only for those craving mindless violence.	
SOUL REAVER 2	OVERALL 07
Soul-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Reaver sword.	
SPACE RACE	OVERALL 05
The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off, but uses cel-shading to nice effect.	
SPIDER-MAN	OVERALL 07
It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way.	
SPLASHDOWN	OVERALL 07
Above average Sea-Doo racer, with impressive water effects. The racing is sluggish though.	
SPY HUNTER	★ OVERALL 08
Pretend to be James Bond. Captures the spirit of the original game and adds further shiny next-gen knobs.	
SSX TRICKY	★ OVERALL 05
Inventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters.	
STAR WARS: BOUNTY HUNTER	OVERALL 07
Gorgeous to look at, taking the gamer into the Star Wars universe, but is let down by repetitive gameplay.	
STAR WARS: CLONE WARS	OVERALL 07
One for the Star Wars collectors, and a great battlefield in its own right. Shallow but still worth investigation.	
STAR WARS: STARFIGHTER	★ OVERALL 09
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects. Great fun.	
STAR WARS: SUPER BOMBAD RACING	OVERALL 05
Banal cartoon kart racer. The Force is weak with this one.	
STATE OF EMERGENCY	OVERALL 06
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.	
STREET FIGHTER EX3	OVERALL 06
A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.	
STREET HOOPS	OVERALL 06
More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.	
STUNTMAN	★ OVERALL 08
Won't have the wide appeal of the Driver games due to its difficulty, but it's an ingenious concept that thrills and entertains.	
SUMMONER 2	★ OVERALL 08
Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy.	
SUPER TRUCKS	OVERALL 04
Bland, arcadey racing that fails to convey the impression of racing mammoth trucks.	
SUPERCAR STREET CHALLENGE	OVERALL 04
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.	
SWORD OF THE SAMURAI	OVERALL 07
Sword of the Samurai is a slow, ponderous, but intelligent game that combines strategy with gore.	
TARZAN FREERIDE	OVERALL 04
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.	

TAZ: WANTED	OVERALL 05
Despite some neat cel-shading effects and amusing Looney Toons content, this platformer is a bit too bland to warrant attention.	
TEKKEN TAG TOURNAMENT	★ OVERALL 08
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves make it a worthwhile purchase.	
TEKKEN 4	★ OVERALL 08
Continuing the tradition of fighting game excellence. The first Tekken game to include free-movement.	
TENCHU: WRATH OF HEAVEN	★ OVERALL 08
An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.	
THE BOUNCER	OVERALL 06
A fun, accessible brawler whose adventuring elements are fairly limited.	
THE GETAWAY	★ OVERALL 09
Sony's answer to Grand Theft Auto, with a decidedly darker and nastier storyline. Offers an amazingly life-like replica of London.	
THE HOOPS	★ OVERALL 08
Strictly for gamers of pre-school age, this is a faithful and entertaining reproduction of the popular kids' show.	
THE MUMMY RETURNS	OVERALL 05
Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable Tomb Raider collection.	
THE SIMPSONS: ROAD RAGE	OVERALL 06
It's Crazy Taxi but with Bart and Homer behind the wheel.	
THE SIMS	★ OVERALL 09
A one of a kind gaming experience that even your mum will enjoy, with extras to make your PC gaming friends jealous.	
THE THING	★ OVERALL 08
Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre.	
THE WEAKEST LINK	OVERALL 04
You'll get more enjoyment playing along with the show than you will from putting up with the viper-tongued host.	
THEME PARK WORLD	OVERALL 07
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinning is your prime directive.	
THIS IS FOOTBALL 2003	OVERALL 07
Has an excellent one-two passing system and is a solid football title, but is still plays in the shadow of Pro Evolution 2 and FIFA 2003.	
THUNDERHAWK: OPERATION PHOENIX	OVERALL 07
A brave attempt to blend arcade and sim with choppers.	
TIGER WOODS PGA TOUR 2002	OVERALL 06
Authentic golf sim, a tad undermined by a random control system.	
TIME CRISIS 2	★ OVERALL 08
PS2's first on-rails light gun title sets the standard for others to follow. Has a great two-player co-op mode.	
TIMESPLITTERS	★ OVERALL 09
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness.	
TIMESPLITTERS 2	★ OVERALL 10
Takes the multiplayer from TimeSplitters and adds heaps of options. Major visual upgrades, I-Link for 16-player games - the works!	
TOM CLANCY'S SPLITTER CELL	★ OVERALL 10
Move over Snake, Sam's the new special agent in town! Splitter Cell is an innovative game with some very cool touches.	
TONY HAWK'S PRO SKATER 3	★ OVERALL 09
Fantastic skate sim that's perfect to play whether you've got two minutes or two hours to spare.	
TONY HAWK'S PRO SKATER 4	★ OVERALL 10
With some new moves, the series is taken in a new direction. Skate around, interact with locals, and do things at your own pace.	
TOP GUN	OVERALL 04
A flight sim that appears to have been designed by folks who have never seen a plane before.	

TOP 5 INTERGALACTIC GAMES



1. RATCHET & CLANK

Comic space opera featuring the explosive Suck Cannon. Platforming genius at its best.

2. STAR WARS: STARFIGHTER

Enough to keep a wannabe Jedi's midi-chlorian count sky high for months.

3. SPACE CHANNEL 5 V1

Sexy rhythm action with enough funk to grow an afro on a tiled floor.

4. REZ

Dish your senses up a treat from the 'all you can eat' buffet of cyber-space stimuli.

5. RED FACTION

Mars is no place to improve your career prospects. Not now, or ever. Got that?

TREASURE PLANET	★ OVERALL 08
An excellent take on the Disney movie of the same name, providing platform game goodness for younger gamers.	
TUROK: EVOLUTION	OVERALL 06
Boasts a wicked line-up of weapons and a variety of gaming styles, but suffers from crappy AI and frame rate issues.	
TWIN CALIBER	OVERALL 03
One of the shoddiest shooters around. Takes an interesting twin-pistol gaming concept and ruins it with slow gameplay, chronic control issues.	
TWISTED METAL: BLACK	★ OVERALL 08
This is everything that you'd expect a Twisted Metal game to be on PS2 - and then some.	
UEFA CHAMPIONS LEAGUE	OVERALL 06
A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have Pro Evolution or FIFA you don't need this.	
UFC THROWDOWN	OVERALL 07
Arguably the most realistic fighting game ever made, but extremely repetitive. One for fighting game nuts only.	
UNREAL TOURNAMENT	★ OVERALL 08
Totally over-the-top first-person shooter. Makes for a nice alternative to Quake III, but is outclassed totally by TimeSplitters 2.	
V8 SUPERCAR RACE DRIVER	★ OVERALL 09
Real damage. Real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2!	
VICTORIOUS BOXERS	OVERALL 04
Offbeat Japanese boxing title that lacks the killer punch. Pointless to track down while games such as Rocky are about.	
VIRTUA COP ELITE	OVERALL 03
While this may deliver perfect conversions of the two arcade classics, there are far better light gun games available today, making this a bland experience.	
V-RALLY 3	★ OVERALL 08
Not as instantly playable as WRC II Extreme or Colin McRae Rally 3, but effort pays off with some very satisfying racing.	
VAMPIRE NIGHT	★ OVERALL 08
A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest.	
VIRTUA TENNIS 2	★ OVERALL 08
Far and away the best Tennis simulation to grace the PS2. The World Circuit mode provides an awesome long term challenge.	
WAR OF THE MONSTERS	OVERALL 07
War of the Monsters is a big, brash game that explodes with charm and burns brightly... but not for very long.	
WILD WILD RACING	OVERALL 06
Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.	
WIPEOUT FUSION	★ OVERALL 09
Style and substance are here in the most fully realised Wipeout yet. This future racer is as smart and extreme as it gets.	
WORLD CHAMPIONSHIP SNOOKER 2002	★ OVERALL 08
Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty.	
WORLD DESTRUCTION LEAGUE: THUNDER TANKS	OVERALL 07
Arcade tank sim that's brilliant in Four-player Deathmatch mode. Lacks lasting appeal in single-player mode, though.	
WORMS BLAST	OVERALL 06
A Tetris-like departure from the usual Worms fare, but one that lacks depth. Fans of the Worms games be aware this is more like Bust-A-Move than what you're used to.	
WRC II EXTREME	★ OVERALL 09
Don't let the 'extreme' title fool you, this is pure rally realism. Not as pretty as Colin McRae Rally 3, but has all the official stuff.	
WWE SMACKDOWN 4: 'SHUT YOUR MOUTH!'	★ OVERALL 08
This is without a doubt the most realistic representation of the WWE experience on a console yet.	
X-MEN 2: WOLVERINE'S REVENGE	★ OVERALL 08
A quality action adventure that blends stealth with hand-to-hand combat. Only a few imitations deny it a higher score.	
ZONE OF THE ENDERS	★ OVERALL 09
Absolutely brilliant for anime fans who want to see high-speed mech combat.	

OVER
\$1,000
WORTH OF
SHINOBI
GEAR!



ART OF FIGHTING

WIN

**A LIMITED EDITION
SHINOBI PACK!**


SICK OF GETTING slapped with restraining orders every time you hang in the shadows and stalk passers by? Well, thanks to Sony Computer Entertainment Australia, we have five razor sharp *Shinobi* packs up for grabs.

The major prize winner will take home the limited edition and stylishly framed *Shinobi* artwork, plus an artwork booklet and a copy of the PS2 game. Four lucky runners up will each win a copy of the game and the artwork booklet.

To be in the running for these super *Shinobi* packs, simply tell us in five words or less why you'd be a great ninja and follow the competition entry details at the bottom of the page and mark your entry "*Shinobi*".

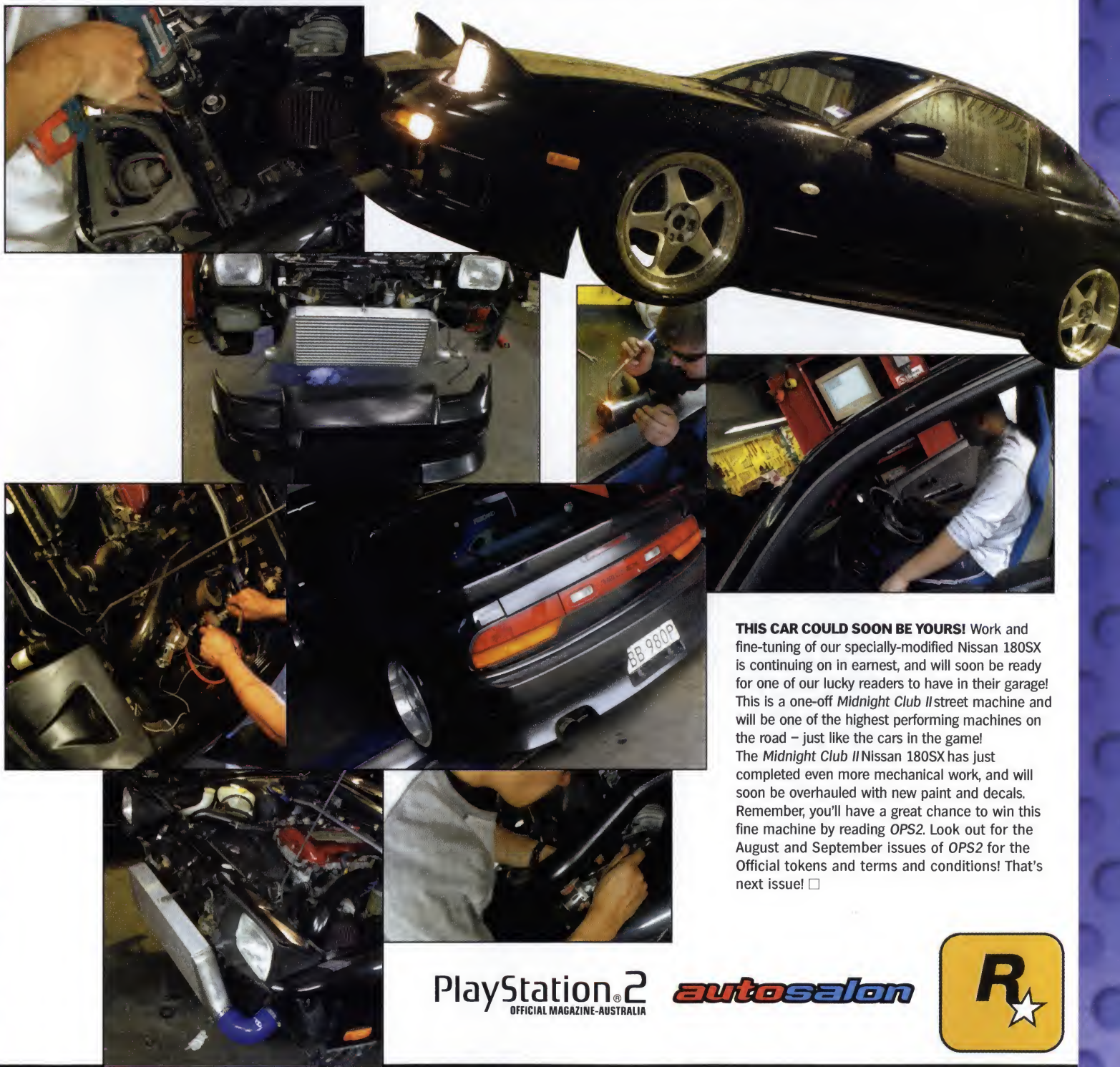
HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: the name of the comp, your name, age, phone number and address. All competitions close July 16, 2003.



MIDNIGHT CLUB II

OUR AWESOME CAR PROJECT IS NEARING COMPLETION AND YOU CAN WIN IT!



THIS CAR COULD SOON BE YOURS! Work and fine-tuning of our specially-modified Nissan 180SX is continuing on in earnest, and will soon be ready for one of our lucky readers to have in their garage! This is a one-off *Midnight Club II* street machine and will be one of the highest performing machines on the road – just like the cars in the game! The *Midnight Club II* Nissan 180SX has just completed even more mechanical work, and will soon be overhauled with new paint and decals. Remember, you'll have a great chance to win this fine machine by reading *OPS2*. Look out for the August and September issues of *OPS2* for the Official tokens and terms and conditions! That's next issue! ☐

PlayStation®2
OFFICIAL MAGAZINE-AUSTRALIA

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CROSS OUR HEARTS...

NEXT MONTH WE REALLY WILL HAVE THE TOMB RAIDER REVIEW, SERIOUSLY.

NEXT MONTH
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MAGAZINE

GRAN TURISMO 4

GET YOURSELF READY FOR OUR EXCLUSIVE INTERVIEW WITH THE GAME'S DESIGNERS AND MORE NEW DETAILS AND SCREENSHOTS THAN YOU CAN SHAKE A GEARSTICK AT.

SOUL CALIBUR 2

COULD THIS SUPERB BRAWLER GET ANY BETTER? WE SCOOP UP EVEN MORE SAUCY INFO FOR YOU!

STARSKY & HUTCH

WE PREVIEW THIS COOL VINTAGE GTA-STYLE RACER!

ANOTHER STACK OF FREE PS2 DEMOS...



AUSTRALIA'S ONLY PLAYABLE DEMO DVD FEATURING: SOCOM: US NAVY SEALS, FUTURAMA, GUNFIGHTER 2 AND LOADS MORE! NO OTHER MAGAZINE PACKS SO MUCH VALUE ONTO ONE DEMO DISC!

TOMB RAIDER
Yes we now it's been a long time coming, but it'll be worth it!

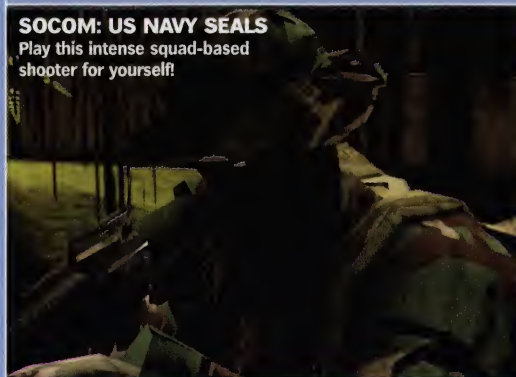


GRAN TURISMO 4
OPS2 takes a look under the bonnet of the most anticipated racer ever!

SOUL CALIBUR 2
We get to grips with this razor-sharp fighter.



SOCOM: US NAVY SEALS
Play this intense squad-based shooter for yourself!



The new album featuring 'Magic Love' and 'Stay The Same'.

"It's warm, good natured music, music with heart & a sense of humour...they're brilliant" *Wallpaper*

"Their uncanny ear for melody and a groove makes them instant mixmag faves" *Mixmag*

From a slightly

bent

point of view

The Everlasting Blink

Instores 16th June



Bob Sinclar



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